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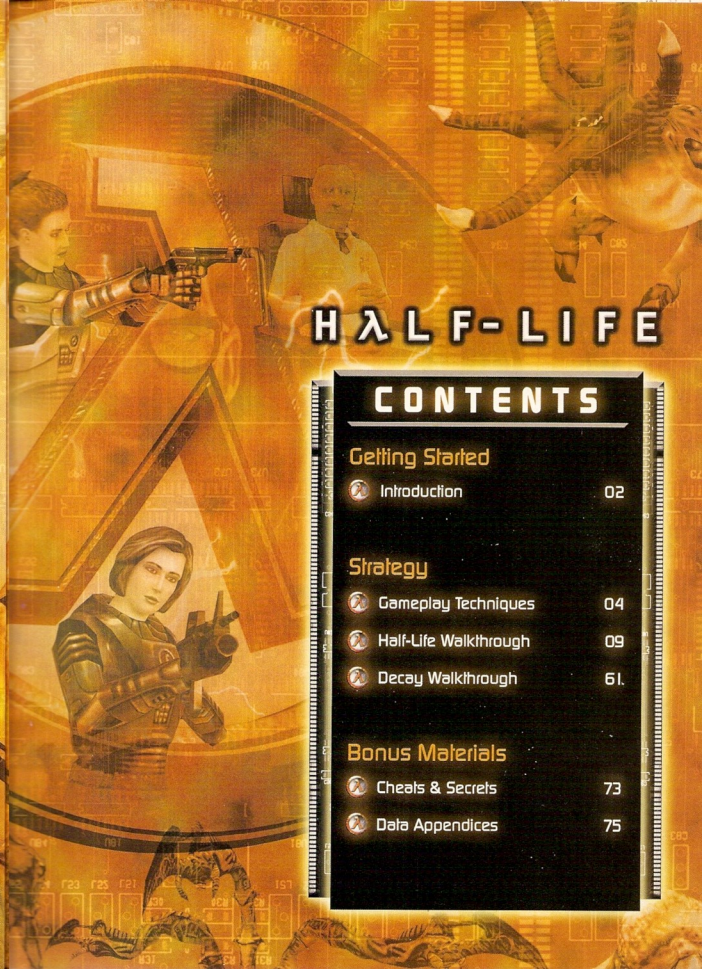
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HALF-LIFE

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INTRODUCTION

We recommend you spend at least five minutes reading over this page before you begin using this strategy guide. Not only will it help make the guide much easier to use, but it should save you a bunch of time by showing you *exactly* where to look for some of the specific problems you'll encounter. We didn't just whip up this page for total and complete newbies, ya know.

I How To Use This Guide I



Main Walkthrough

The walkthrough section for both Half-Life and Decay are filled with an abundance of information. In the text, you'll find everything from step-by-step area walkthroughs to solutions for the most difficult puzzles. The maps have some unique features which we'd like to point out in our sample map to the right.

1 Map/Area Reference

Although the maps don't have official names in the game, we thought it was a good idea to assign some. To keep things simple, we used numbers for each of the game's 13 chapters. (Map 1B would be the second map in chapter one, etc.)

2 Weapon & Item Icons

Wondering where you can find the nearest Health Recharger or perhaps a few Grenades? Just like it looks, wherever you see a weapon or item icon, that's where it is in the game.

3 Enemy Icons

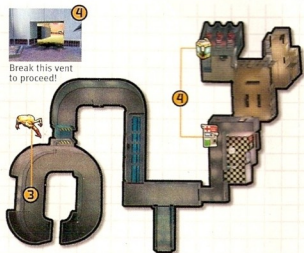
Similar to the weapons, we placed icons to give readers a "general" idea where the monsters dwell. It wouldn't be very cool knowing where *every* single enemy is now would it?

4 Numbered Call-outs

In general, we try to show things that need to be shown. Looking for a specific switch or solution on where to go next? This is where you should go.



Break this vent to proceed!



1 IA Locker & HEV Suit Area

Note: This map is not an actual area, it is only shown as an example.

Appendices & Bonus Sections

In addition to the standard walkthroughs for both Half-Life and Decay, you're also getting some really cool bonus materials including:

1 Gameplay Techniques



Page 04

2 Cheats



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3 Weapons & Items Appendix



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4 Enemies Appendix



Page 080

This is a preface for the main walkthrough sections of both Half-Life and Decay, but it's not totally essential. Check it out if you're looking for general tips on movement, combat and problem-solving skills.

Admit it, there's a cheater in all of you. Okay, well maybe not *all* of you. But still, you have to admit that sometimes the cheats are kind of cool, aren't they? Like for instance, after you've beaten the game 10+ times and you're looking to extend the value of your \$45. *Game on!*

There are a ton of cool weapons in Half-Life, and this section is where to go if you're seeking info. Everything is shown in full detail, including damage, appearance and even weapon speed. What's not to like about those super cool weapon icons? *Thanks Mike!*

The enemies section is much like our weapons section. Here you'll find a little background info on the enemy, where it appears and how much damage it deals out. We'll also show you how much health it has and the best method of eliminating it. As you can see, you really *can't* afford to miss this section!

GAMEPLAY TECHNIQUES

This section is designed to be used only after completing the Half-Life Hazard Course. Once you've mastered the basics of Half-Life gameplay taught in that section, the next few pages will take you to the next level, serving as a text-based Hazard Course Part II.

I Movement Tactics I

λ The Basics of Strafing

Although it seems basic, simple strafing from side to side is one of the most effective tactics to use during battles. As opposed to a turn, the strafe offers so many advantages. Not only does it allow you to remain centered on your target, but it also lets you avoid projectiles without ever moving your mouse. Shown below are a few instances where a strafe should

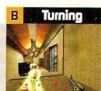
be used instead of a turn. Illustrated are both methods, turning and strafing, along with what would happen if you tried either technique in the respective situation.

(Note: If you're already familiar with "FPS style" gaming, you can probably skip this tactic.)



Approaching a Corner

Often times, the best way to take a corner is to strafe around it, instead of turning through it.



Dodging a Projectile

Strafing to dodge projectiles is the better alternative to turning. Try it a few times and see for yourself.



λ The Long Jump

This tactic isn't used until the very end of the game, but if you're not prepared, it can be a real pain to deal with. Fortunately, they've made this technique much easier to do than it was on the PC. Instead of having to get a running start and then hit

the crouch button before jumping, now all you have to do is run and then double tap your jump button. Practice a few times in the Hazard Course and you should be fine. (Note: Remember you have to have the Long Jump Module for this move to be possible.)



λ Crouch Jumping/Squeezing Through

One of the most important movement techniques to use on a regular basis is the "creep-through-all-the-small-cracks-and-crevasses" tactic. In all seriousness, you do need to learn to squeeze your way through just about every little hole and vent you stumble across. Many times in the walkthrough we mention a side area that houses some free goodies, but we won't make a big deal or explain how exactly to get to it. In those situations, you should be familiar with the following techniques and when to use them.



- ① A ledge/vent that requires something more than a simple crouch jump to get through.
- ② A vent waiting to be broken with your Crowbar.
- ③ A bunch of boxes, with one or more at a height only accessible by crouch jumping. Be on the lookout for boxes like this as they often lead to new areas.
- ④ Certain long distance jumps can only be made if a crouch jump is used. These pistons are a good example.

[Offensive Tactics]



Circle Strafing

Circle strafing is important against human enemies, especially so when there's only one or two to deal with. For those of you who are not familiar with this technique, here it is:

- 1 Locate enemy, and make sure to lock on with your crosshair.
- 2 Strafe in one direction or the other, keeping your target locked in the center of your crosshair.
- 3 As you move, keep adjusting your crosshair to keep your enemy centered. Never lose sight and keep firing!



Choosing the Right Weapon

There are three things to remember when thinking about weapon selection in Half-Life:

- 1 Pick a weapon that is as fast as possible for the job at hand.
- 2 Try and match the weapon's DMG with the enemy health.
- 3 Don't shoot more than you have to.

On paper, it might look ridiculous trying to think through all of those steps before you even pull the trigger. Just remember that after you do it one or two times consciously, you'll slowly but surely begin doing it subconsciously. When you begin doing it subconsciously and effectively, then you're golden. It's just another part of the game at that point.

Also, remember that when you get to the later stages of the game, it's really all about solid ammo management—which if you don't have any—you'll never beat the final two chapters no matter how hard you try. Use the two charts to the right as quick reference charts when making these decisions, but also refer to the more expansive charts in both the Weapons and Enemies Data Charts.

Weapon Damage Chart			Enemy Health Chart		
Quick Reference			Quick Reference		
Weapon	1	2	Enemy	Easy / Norm.	Hard
Crowbar	10	---	Headcrab	10	20
9mm Pistol	8	8	Mawman	50	100
Shotgun	30	60	Barnacle	20	20
Grenades	1-100	---	Houndeye	20	30
Combat Rifle	5	1-100	Vortigaunt	30	60
.357 Magnum	40	---	Bullsquid	40	120
Laser Mine	1-150	---	Hagworm	2	2
Satchel Charge	1-150	---	Snark	2	2
Crossbow	50	---	Soldiers	50	80
Snark	10	---	Assassin	30	50
Tau Cannon	20	Varies	Ichthyosaur	200	400
RPG Launcher	1-100	---	Alien Grunt	60/90	120
Hivehand	8	8	Xen Master	60	100
Gluon Gun	14	---	Gargantua	800	1,000

Note: Any weapons with variance in the DMG ratings represents a splash radius weapon.

Note: Boss monsters and human-controlled artillery were left out of this chart.



The Twitch Offense

If your instincts are solid and your reflexes are sharp, you can probably get away with classifying yourself as a "twitch" gamer. In single player FPS games, usually this means you don't follow many specialized techniques or use much strategy. For the most part, you rely on your aim and strafing ability to do your dirty work. In Half-Life, this type of gaming is effective only when used in moderation. Moderation meaning during the battles which are scripted as forcing you to fight many enemies at once. In those specific situations, solid reflexes and smart weapon selection usually do the job. However, there are certain battles where a few of our aforementioned tips and/or advanced techniques really make the difference. Use your judgment.



Sometimes blazing into a battle is your only choice. In this picture, we had no choice.



Just try to make the most of your surroundings.



[Defensive Tactics]



Running & Hiding

When fighting humans, this is easily the the most simple and effective of tactics. Instead of entering a room that is purposely designed to pose problems during combat, try this:

- 1 Enter a room and alert the enemies to your presence.
- 2 Retreat back to a safe area—preferably somewhere close you know very well.
- 3 If they're human soldiers, they should follow you. If they don't, taunt them with a few bullets and they'll come after you.
- 4 Pick them off one by one as they appear.



Using Objects To Your Advantage

When you're surrounded by enemies that just seem to keep coming, there's often an alternate solution to kill them rather than wasting all of your ammo. First and foremost, try scanning the area looking for explosive canisters or perhaps even fuel tanks. The designers

often place these in areas where they can be detonated to kill many enemies with one shot (1). If there are no explosives around, try searching for a nearby cannon or mounted gun (2).



Backtracking For Goodies

One very important fact to remember about Half-Life is that there are very few areas that cannot be returned to. If you're in Chapter 3 and you remember a few Health Rechargers that you purposely left full in the previous chapter, there's nothing stopping you from returning to fill up your

health. This is the same for Ammo or Battery Packs that you left because you were already full.

When using this technique, it's important to try and always use up the stuff that's farthest away first, thereby making it easier for you to backtrack

should you need to do it again. So, in other words, if you left an HEV Recharger waaaaay back when, try and get back to it and use it up before using one that's closer. If you stay persistent with this technique, you should have full health and suit power for the most important parts of the game.



Let Barney Do the Work



Although it sounds rather self-righteous and somewhat sadistic, letting Barney get annihilated in the line of duty isn't always a bad thing. After all, there's like 500 of him, and only one of you. And he's a lousy shot anyway.

But seriously, the good thing about letting him fight enemies is that even after firing 50 or 60 consecutive rounds, he never seems to reload. If you put him in a well situated cor-



ner where mass groups of monsters are at medium- to long-range, he'll do an effective job at picking them off one by one until they're all gone. This is a great way to conserve both ammo and health.

Don't forget that Barney is often used to open doors and unlock special areas. As such, make sure he's not needed for a specific part of the mission before letting him go in to play Rambo.



He may not be cute, but he's effective.

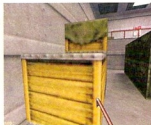


[Other Tactics]



Cracking Boxes

As soon as Gordon is equipped with the Crowbar, you'll notice that boxes begin showing up in the various rooms throughout the complex. Many times these boxes are used to reach other areas, and sometimes they're pushed (or pulled) to gain access to otherwise inaccessible areas. Most of the time though, they're just boxes that can and should be broken with your Crowbar. Inside of these boxes you'll find things like Health Packs, Battery Packs, Ammo, Laser Mines, Satchel Charges and more.



Special Weapons

Throughout the game, you'll encounter several "special weapons" that are built in to the level itself. The coolest part about these mounted weapons is that they never run out of ammo! Just keep shredding through the enemies until there's simply none left. Some of the special weapons you'll encounter are: (1) .50 cal. Heavy Machine Guns and (2) 106mm Cannons. To use these weapons simply walk up behind the controls and activate the "use" button.



I'm Stuck. What Do I Do Next?

If you were going to read any one tip from this guide, this should really be the one. We're serious, it's just that easy to use.

To the right is our list of things to try if you're stuck, yet still hesitant to use our step-by-step walkthrough for the fear of being "cheap." We can't even express how many times we've been caught up in room or area—thinking we'd done *everything* we possibly could to get out—later to find that the solution was easily grouped into one of the five items to the right.

Top 5 Things To Do If You're Stuck

1 Vents & Ladders

Crack open every vent and climb every ladder.

2 Doors

Attempt to open every door and every security keypad.

3 Enemies

Certain special areas won't let

you move on until you kill every enemy in the area.

4 Barney

Don't forget about dragging Barney (or a scientist) along to unlock a door for you.

5 Boxes

If all else fails, smash 'em up!



Mouse & Keyboard Setup

Those of you who think the mouse and keyboard setup is just an overcomplicated way for PC gamers to claim superiority over console gamers, well... you're gravely mistaken. It really is the BEST setup to use for many reasons, and Valve has done an excellent job in keeping every single option (available to those on the PC version) in tact. We suggest you go out and get your USB mouse and keyboard, hook 'em up and start playing Half-Life in what truly is the best way possible. (Note: Shown is our mouse setup (1) and our keyboard setup (2).)



Exploring Alternate Routes



While not really a tactic in the meaning of the word, exploring alternate routes is one of the better techniques in Half-Life. As a rule of thumb, we try to point out all of the significant "bonus areas" in the main walkthrough. Sometimes though, there are a few smaller rooms that we leave unmentioned because they're so obvious.



The Man In Black

You've seen him, but you don't know who he is. You don't know what he wants, or who he works for. What role does he play, and better yet, why don't my bullets hurt him? ^.^ All we're going to say is that you should pay attention and try to pick up on his movements as the game progresses. You *will* eventually find out his story.



HEV Suit Hazards

Shown below are all six types of "special" damage that your HEV Suit endures, along with a brief description of what they do.

1 Oxygen



This occurs when you go underwater for too long. Although it seems critical at first glance, any health you lose as a result of this type of damage will be automatically refilled when you resurface. If it goes down to zero, however, you will die.

2 Cold



Sub-zero temperatures will drain your suit's energy slowly, not posing a major threat. Although it's not a terribly fast rate, it's enough to make you want to get through the area quickly.

1 Electricity



The first type of electrical damage is experienced from a Vortigaunt e-bolt. It's common, but only moderate in damage. The second type is that of the broken power mains or exposed wires throughout the complex. This type is much more dangerous and usually causes a nearly instant, if not immediate, death.

2 Fire



The first type of fire damage is minor, usually the result of a broken pipe or valve that's spraying steam. As long as you're in the steam, your HEV Suit will lose power. The second type is direct fire damage, like that of the Gargantua's main weapon. This type is extremely damaging and can take your HEV Suit from full power to zero in only a few seconds.

1 Radiation



This is that green goop that covers about half of the Black Mesa Facility. The real difference between this type of damage and biohazard damage is that once you get out of the radioactive material, the damaging effects stop immediately.

2 Biohazard



This juice is light green in color and is very easy to confuse with radioactive material. One thing to note is that although this type of damage works at a moderate speed, it does continue to work even after you've stepped clear of the hazardous material. This is the rarest type of damage and is only experienced in a few chapters of the game.



A man with a beard and glasses, wearing a black and orange Lambda Labs combat suit, stands holding a large black gun. The suit features a Lambda symbol on the chest. The background is a fiery orange and red scene with a large, glowing Lambda symbol. The entire image is overlaid on a grid pattern.

HALF-LIFE

THE MAIN WALKTHROUGH

ANOMALOUS MATERIALS

Intro Sequence

Half-Life is unlike most traditional FPS games that start with an FMV intro sequence. Instead of sitting back, perhaps reading an interesting back story or a short cinema, Half-Life drops you right into the mix. Although there's not too far you can go or much you can do, it's the "put you in the action" feel that makes Half-Life what it is. Spend some time listening closely to the announcements and observing your surroundings on your way to work...

Entrance

- When you get off the rail car, chat with Barney. He'll open the first door which grants access to the lab.
- In this entire first area, there's not really much you *have* to do. We stress *have* because everyone you talk to and every room you visit are purely optional. We did, however, mark a few points of interest that you might want to check out.

ALL IN GOOD FUN!

This list shows some of the wackier things you can do in this first area.

Alarm!

Behind the main security desk in the first room, press the small red button beside Barney's computer.

Annoyed Scientist

Light up the computer panel in the southeast corner of the first room you enter.

Blackout

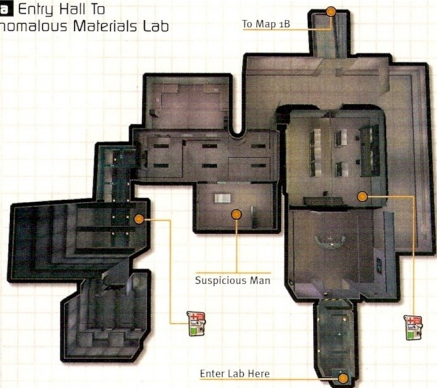
In the room across from the suspicious man (marked on the map), flip the light switch.

Microwave Trouble

In the employee lounge, try activating the button on the microwave several times in succession.



1a Entry Hall To Anomalous Materials Lab



Getting Your HEV Suit

- Once you get to Map 1B, your first goal is to make it over to the locker area and grab your HEV Suit. Once you do, head back to the locker room and enter Gordon Freeman's locker to get the Battery Pack.



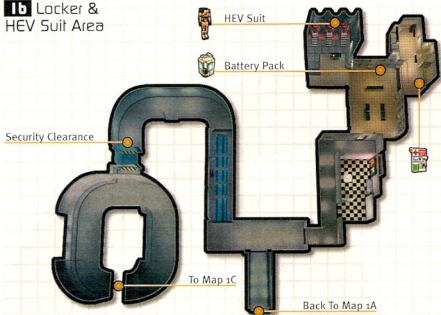
Anomalous Materials Lab

- Now that you're suited up, head down to pass security clearance (marked on Map 1B) and take the elevator down to Map 1C. There's a few things to experience in 1C, at which point you need to truck on through the hallways and get on another elevator that goes down to Map 1D.
- Chat with your fellow scientists in the Control Room (marked on the map), and after a brief speech, they'll open the doors that lead down to the Test Chamber.

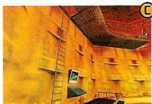
- Once you get clearance to start the experiment inside the Test Chamber, it's nothing more than a few quick steps until the experiment is started. Follow our screenshot bar on the next page if you're having trouble finding out what to do. Once the experiment is complete, you'll be in Chapter Two.



1b Locker & HEV Suit Area



After a short conversation, enter the Test Chamber.



Climb this ladder and activate the switch above.



Lets just say you'll know when the experiment goes south.

EXPERIMENT TIME



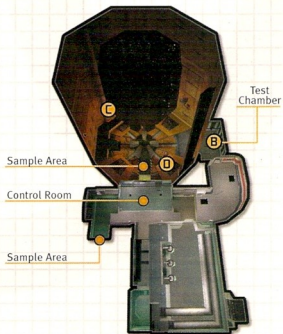
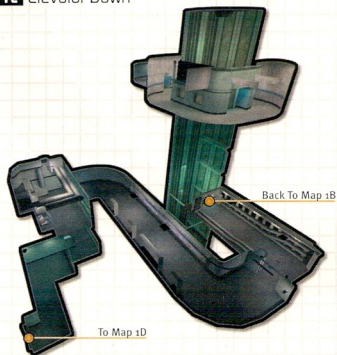
① After chatting with your fellow scientists, the main gate to the experiment area will open up and allow access.



② Once inside, wait until they get on the loudspeaker, then push the red button up on the platform above.

③ When it's ready, cart the sample into the beam.

1c Elevator Down



1d Experiment Lab

UNFORSEEN CONSEQUENCES

After The Experiment

- By now, you've experienced the worst of possible situations, and the entire building is falling down around you. You need to be smart, and try to backtrack your way up to the entrance of the Materials Lab.
- When you're backtracking, there are several hazards to watch out for, including falling computers, lasers and electrical shorts. We're not going to point out every single one to you because they're so easy to avoid. It does help to be on the lookout, though.

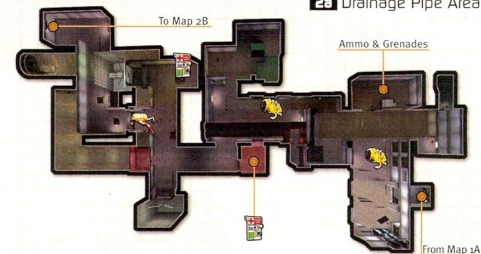
NEW WEAPON: 9mm Pistol

Although this method isn't the most honorable, it does get you the 9mm Pistol a little earlier than normal, and it also gives you a few extra rounds.



① Once you've got the Crowbar, backtrack to the experiment lab.

② Remember that very first security guard you passed up? The one who the scientist was trying to resuscitate? Well, it looks like he's doing just fine and he's got a weapon you need. Since you can't ask to borrow it, and you can't have him follow you through the rubble, just whack him a few times with your Crowbar and he'll give it up.



Getting Back

The path back is pretty simple, but we're going to list some things to collect on your way.

- Grab the **Battery** at the base of the elevator shaft where it crashed. Remember that Gordon takes falling damage pretty easily, so try and use the ladder instead of jumping down.
- If you take damage from Headcrabs or Mawmen, refill on life using the various Health Recharger units throughout the area.
- When you reach the locker area where you originally found your HEV Suit, check "Guthrie's" locker; inside you'll find two 9mm pistol magazines.

That familiar looking 9mm Pistol in Half-Life is based on a real-life 9mm pistol. Some of you may have already picked this out, but the 3D model is designed on the Beretta M9 currently in use by the U.S. military. Sporting a 15-round hi-capacity magazine, the Beretta has earned its reputation as one of the most reliable and accurate combat pistols to date. The Beretta M9 is still in production under contract by Beretta USA.

The Main Room

- When you get back to the room you started in, you'll need to crawl through the vent on the northern wall (see picture below). Work your way through, past the Headcrabs. Hop onto the equipment inside and crawl through the small opening to the next area.
- Work your way through, and as soon as you pass through the formerly locked security door you'll be on Map 2A up above.



Drainage Pipes

- Your goal in this area is to reach the small hole that leads to the pipes below. Drop down and activate the crank that raises the water level, then swim back through the grate to enter the next map.

NEW WEAPON: Crowbar

This is the very first area where you can get a Crowbar.



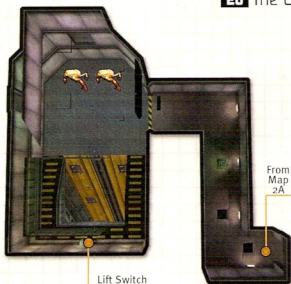
① Work your way past the malfunctioning laser beams and to the end of the hallway.

② You'll find the Crowbar on the ground near the locked security door. Use it to break the glass and crawl through to the next room.



DID YOU KNOW?

2b The Lift



The Lift

- After popping through the grate from the drainage pipes below, proceed through the hallway to the nearby lift. Grab two 9mm Pistol Magazines near the dead security guard then flip the switch to activate the lift itself. Quickly jump on and hug the wall as the Headcrabs jump over your head.
- Once down, hug the outside wall and run for the Health Recharger in the southeastern corner of the room. If possible, your best bet is to simply avoid the Headcrabs and run into the next room. If you do decide to stick around and fight, make sure you break open the boxes and grab the two 9mm Pistol Magazines inside once it's clear.



Your best bet is to simply rush through the large group of Headcrabs without shooting a single round.



If you do decide to stay and fight, crack open these boxes and grab the goodies.

Basement Area

- Grab the three **Battery Packs** and continue on. In the next room you'll find out just how weak those little red bridges really are. After they've completely collapsed, follow the pipes up to the right and over to the other side. If you want to save a bit of time, make the jump over to the ledge across the way.



- Jump into the sewer water, and swim toward the area near the Barnacles. Just past them you'll find a ladder. Continue through the hallways, and over to the room with the hanging boxes, which is your first real test of jumping ability. Instead of trying to jump from box to box, we found it easiest to simply "walk off" the higher boxes to the lower ones. The funny thing is that the boxes are stepped in such a way where this technique works with almost zero risk. Just work slowly, and you'll get across on your first try.
- At the very end of the corridor you'll find an elevator which takes you to Chapter 3.

2c Basement Area



It's best to simply walk from box to box, instead of jumping.



OFFICE COMPLEX

Getting To 2F

- Once off the elevator, head over to the vent near the sparking wire and crack it open with your Crowbar. Don't bother wasting any ammo on the Headcrabs—they'll get zapped by the loose wire dangling above.
- Proceed through the vent to the right, wrapping around and eventually jumping out the other side. Talk to the scientist if you wish, then flip the switch to shut off the power for the area. When you get back in the ventilation shaft, continue forward past your original entrance. You'll access a small bonus area with a few Headcrabs and two 17-rd



Whack the crabs and grab the goods in this bonus room.



The light switch will stop the water from being electrified.

Magazines for your 9mm Pistol.

- Break the glass and hop through to the next room, then enter the small lab filled with water, keeping yourself on solid objects out of the damaging water itself. When you flip the small switch against the wall, the water is safe to



Create a set of makeshift steps with these boxes.

stand in. Crack open the vent, and proceed on through.
(Note: Please remember to stay crouched the entire time you're in the vents. There's a very dangerous fan up ahead, and you'll find out why in a few moments.)

- Stack the two small boxes underneath the ladder, then climb up and crawl through yet another series of vents. When you're ready to drop, a Gun Turret will go active and begin ripping through the room. Make sure to deactivate it by either using the switch underneath the platform, or by sniping it bullet by bullet with your 9mm Pistol. The latter method is easier if you've got good aim and steady player control.



Flip this switch to shut off the power for the area.

NEW WEAPON: Shotgun



① Hidden off the beaten path in this small hallway, you'll find the Shotgun lying right on top of the first box as you enter the room.

② As you approach the fence, make sure you pump a few rounds into the approaching Mawman behind the security guard. If you kill it before it whacks the guard, he'll open up the gates and let you grab even more ammunition and health before heading back.

③ As a final bonus before you leave the area, break open the boxes below the metal grating to find a Battery Pack and a Health Pack.



Exploded View of Shotgun Area

3a Complex 1F

3b Complex 2F



DID YOU KNOW?



That shotgun sure does look familiar, doesn't it? Well, it just so happens that the most well-known shotgun in Hollywood—made famous in films like the *Terminator*—is also the very same shotgun used for the weapon model in *Half-Life*. The SPAS-12 features a folding stock, an eight-shot tube and the ability to switch between pump or semi-auto modes. The designation SPAS-12 stands for: Sporting Purpose Automatic Shotgun in 12 Gauge. The SPAS-12 is manufactured by Luigi Franchi SpA in Italy.

Cleaning The Area

- After scraping past the Gun Turret, dash up the stairs, finally wrapping around to the second floor. Talk with the security guard and progress through this next office area with extreme caution.
- Vortigaunts are everywhere, mixed in with sparse but still dangerous Headcrabs. Your best plan of attack is to think like a commando. Not the Arnold Schwarzenegger "let's run into a room and kill everything with one super-long magazine" type of commando, but rather the "hey I better be smart about this" type of commando. It sounds ridiculous, we know. Lock down each room, slowly checking each corner for a Vortigaunt. As long as you have someplace to fall back to, you're set. Above all else, just make sure you're not fighting 15 of these guys at once. This will minimize damage on your HEV Suit, and also conserve ammunition.
- When you're ready to progress (after you've picked up enough items), make your way up the stairs and past the Gun Turret. If you're quick, you can sneak by both the Gun Turret and the Headcrabs without taking even a small sliver of damage. Proceed through the hallway and continue on the next map.



Don't forget about the Turret Gun at the top of the stairs.



Of course if you get thirsty, there's always some free...



The shotgun makes quick work of the Vortigaunts.



Make sure to check rooms thoroughly before leaving.



Keeping Barney with you for as long as possible is a great technique. He kills enemies, saves you ammunition, distracts enemies and also takes damage that normally would have gone your way. Eventually he WILL die, but the longer you can prolong the inevitable, the more you gain.

3c Complex 3F



Meat Locker

- The freezer area is right past the coffee machines. You really can't miss 'em because they're right next to the Mawmen munching on the dead scientists. Simply open the lock, and you're in.
- Once inside, your priority should be to clear the area of beasts before attempting to throw the switch. There's Headcrab around every turn, so keep the Crowbar handy if you need to save ammo. You'll especially want to get rid of that Bullsquid in the northern corner. If you attempt to ride the moving platform, the Bullsquid will chew you up with his acid attack. After you hit the switch, head back into the first room and take the ladder up into the vents. Follow them along until you see the moving platform. Jump on it, crack the boxes (revealing **three bonus Battery Packs**) and move to the other side of the shaft. Turn on your Flashlight to illuminate the vent.

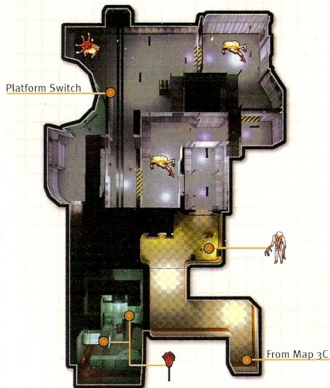
Surprise Attack



Smash through this grate and drop down into the darkened elevator to begin Chapter 4.

- When you're clear of the freezer area and your health seems solid, proceed through the main hallway. After tasting a small surprise attack, it's time to make a small leap of faith and grab ahold of the ladder inside the empty elevator shaft. Climb to the top, making sure you don't fall off the ledge or get distracted by the scientist in trouble up above.
- When you reach the top of the elevator, jump down onto it and crack open the grate and proceed to Chapter 4.

3d Meat Locker



Although out of the way, make sure you explore this vent because...



... it leads to this secret room filled with ammunition and health.



The entrance to the meat locker isn't too far from the coffee machines.



This is the switch that operates the moving platform. It's in the OFF position here.



Smash the boxes aboard the platform to find hidden Battery Packs.



Kill every Barnacle that's in your way. No messing around in this tiny room.

WE'VE GOT HOSTILES

Tricks And Traps

• After watching the opening cinema sequence, you'll find out that your main goal for this area is to open the Silo Doors. That very room with the button is in fact the room you need to work your way around to, but it's going to take a whole heck of a lot of work to get there.

• This section is pretty straight forward, so instead of giving you a step-by-step walk-through, we're going to highlight a few important sections:

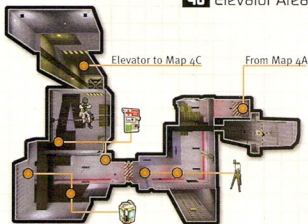
① The small red lasers are not harmful, but rather detection systems that activate the Turret Guns. When you cross one and hear the distinct sound, something went active not too far ahead.

② The blue lasers represent Laser Mines, which should be either shot from a long distance away or avoided altogether. If you cross one of these lasers you will most likely die.

③ Don't waste Grenades! Don't get us wrong, we want you to use them, but don't just go throwing them all over the place. Make every one count, and keep a few save games handy if things don't go as planned.

• Eventually you'll work your way to the lift that will take you up to the next level. One important thing to remember is that you can go back and forth between maps and areas, so don't feel like you have to use all the ammo or health in one area before you move on to the next.

4b Elevator Area



NEW WEAPON: Combat Rifle

① When you stumble across the very first dead Grunt, you'll find his Combat Rifle laying right beside him. There's no technique when finding this one—just grab it and get the heck out of there!

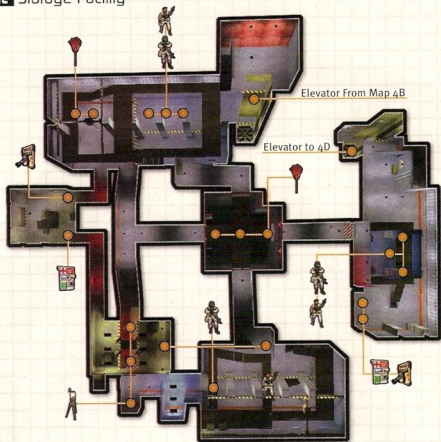


② From this point forward, the Combat Rifle should be your new best friend. While we don't recommend you always use it, the Combat Rifle is perhaps the best all-around weapon to keep equipped when entering new areas. And since it uses the same caliber ammo as your gmm Pistol (albeit very odd), you should have quite an abundance of ammo built up at this point.



4a Silo Access

4c Storage Facility



Dropping a few Grenades should give these guys a wake-up call.



This area is absolutely packed with boxes containing bonus items. Bust 'em up!



The Shotgun works great at stopping enemy soldiers dead in their tracks.

FUN WITH GUARDS



Some Laser Mines are placed low enough to jump over or crawl under.



Try rolling a Grenade right through the crack to take out these Gun Turrets.



Hiding behind boxes is a great tactic if you've accidentally activated the Gun Turrets.

DID YOU KNOW?



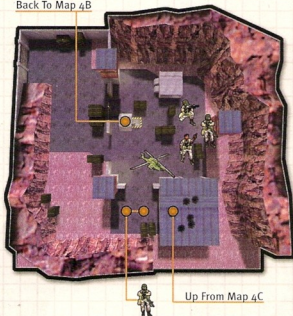
Some of you might have already noticed, but for those who don't know, the Half-Life "Combat Rifle" is actually based on the most current form of the M-16 used by the United States military. It's designated the M4 which is basically a much newer and more refined M-16A2. In Half-Life, it's equipped with the optional M203 40mm Grenade Launcher. Both the M4 and M203 are produced for the United States military and law enforcement agencies under contract by Colt's Manufacturing Company, Inc.



Also, take note that there are many other situations where this type of technique comes into place. Try and take advantage of them when they arise.

4d Topside

Back To Map 4B



Up From Map 4C



Try riding these conveyor belts into a small secret area with some bonus goodies...



When the coast is clear and the Osprey is away, make a mad dash for the bunker!



...Inside you'll find a few Health Rechargers, magazines and even Battery Packs.



Try not to gawk at the Osprey for too long; you'll be eating bombs-in-da-face if you do.



At the very bottom of the shaft is a double-wide ventilation shaft. Crawl in it.



When all is said and done, you'll be inside the control room. Press the darn button!

Moving Toward The Surface

- As you progress through the second floor, be on the lookout for boxes that look smashable. There's quite a few goodies hidden inside boxes scattered all around the next few rooms, but make it a point to clear the area before you start chopping wood.

- There's basically three rooms on Map 4C. Each is filled with Grunts and Squad Leaders, so try and use as many rounds from your Combat Rifle as you possibly can. Not only because it's accurate and well-suited for this type of combat, but also because the enemies will be dropping tons of spare ammo for it. If possible, try not to waste ammo on any of the Barnacles unless they're really in the way. There's just so many of them that are very easily avoided.

- When you reach the lift and ride it up yet one more floor, DON'T panic from the sounds of large explosions nearby. They cannot hurt you as long as you're inside, so it's best to take your time and get setup properly (i.e., reload all your weapons, check your health) before making the topside assault. When the coast is clear head for the bunker and down the shaft.
- Eventually you'll be back on Map 4A, crawling through the various tunnels. You can either explore every single one and go for some bonus ammo, or you can shoot straight for the one in the picture below and get right into the control room.
- Enter Chapter 5 by passing through the silo doors and into the next hallway.



This section is tough, and you're going to take a little damage no matter what.



Be sure to check around the corner before just rushing out into the open.



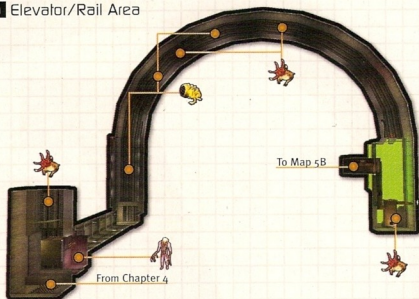
Quite easily the most confusing part of this whole chapter is the final set of "tunnel crawling" before you enter the main control room. The easiest method to get through this is to work your way through, until you hit the long tunnel that leads to this very shaft with the ladder. Drop down to the *second* ledge (centered in the photo above), and you're in the control room.

BLAST PIT

Approaching The Silo

- After breaking through the boards above the small barriers, you'll need to activate the lift that lowers you to the rail car. Before heading down you can get a few goodies in the room the Mawman was guarding. Once below, it's just a matter of hopping aboard and going full speed ahead. Cross the hazardous waste using the floating boxes and access the pipe above.
- Grab the **Battery Packs** and **Health Packs** if you need them, then cross the ocean of hazardous waste avoiding the two Bullsquids. When you're on the main platform activate the small button to raise the lift.

5a Elevator/Rail Area



Jump on top of these horses and break through the boards.



Take out the Mawmen before activating the elevator switch.



The doors should open and the lift platform will rise.



When the lift hits bottom, jump aboard the rail car.

5b Waste Area



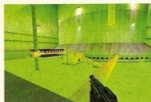
Let the speed of the car smash all the enemies while you hide behind the controls.



Don't be afraid to run it full speed to the end of the line. Just be ready to jump off.



Once you're near the waste, it's a simple case of box jumping to get to the other side.

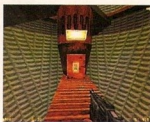
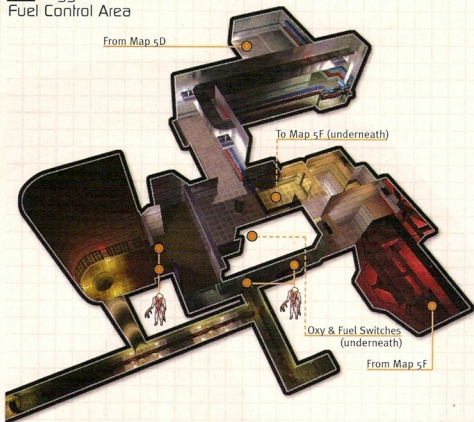


Walk these pipes to access the lift that takes you up to the silo.

Activating The Fuel & Oxygen

- Begin by entering the control area, Map 5E, and then working your way down to the service hatch. When you break the bars that cover the service hatch, be extra careful not to fall straight down to your death. Just stand to the side as you do it.
- Stay on top of the pipes and take a left at the fork. Follow this all the way to the back and climb up the ladder.
- Take out the Mawmen guarding the ladder down to the fan, then activate the switch and get the fan spinning. (Note: *You've gotta be quick to get back up that ladder! We recommend making a save game.*)
- Once you're clear of the blades, simply hop out above the fan, and the massive thrust will push you up to the ceiling. Crack through the boards and enter the vent which leads you back to Map 5E. Now that you're back, it's time to head over to the Tentacle Pit and take the lower door that leads to the main power generator.

5e Oxygen & Fuel Control Area

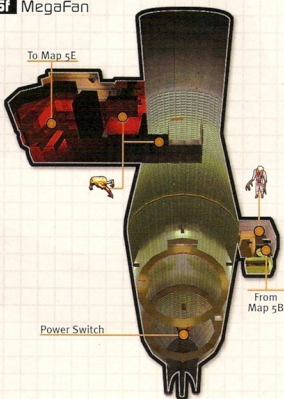


After activating the switch to turn on the fan, you get one shot to make it up the ladder. If you don't make it on the first rotation, reload your game.

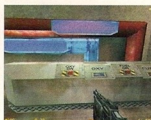


After entering the vent above the giant fan, follow this red tunnel area back to Map 5E.

5f MegaFan

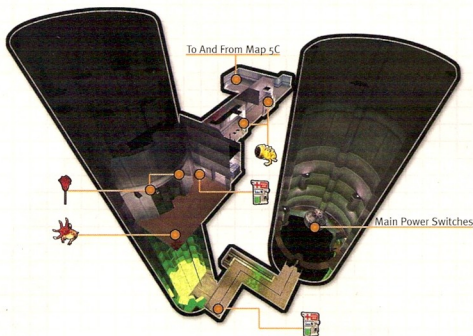


After riding the air from the fan, smash through the boards with your Crowbar. The vent above these boards leads you back to Map 5E.



Make sure you activate the fuel and oxygen pumps before heading back.

5g Power Control



NEW WEAPON: .357 Magnum

① You'll find the .357 Magnum inside the shaft where the three Tentacles live. Only after you flush them out with a test fire can you enter this shaft.



② It's pretty dark, so you might need to turn on your Flashlight to search near the dead guard's body. Along with the .357 Magnum you'll also find a few boxes of ammunition and some health.

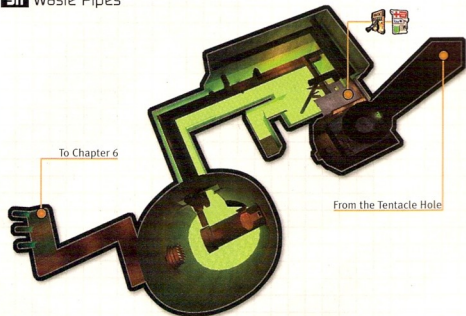
Activating The Power

- Start off by working past the Houndeyes, and into the room with the elevator. Push the small boxes around the corner and into the puddle of water to make a bridge.
- Ride the elevator down, switching to the ladder on the inside wall when the power fails. Make sure you activate BOTH switches to turn on the power.

Test Fire And Escape

- With the fuel, oxygen and power all activated, make your way back to the rocket thruster control room on Map 5D. Activate the test fire button and smoke the Tentacles back to wherever they came from. When the room is clear, crawl down into the hole where the Tentacles once lived, being careful not to fall too far at once.
- After swimming through the small hole and then resurfacing on the other side of the wall, refill both your health and HEV Suit at the two rechargers below. Continue by walking the pipes up above, and then activating the crank to reveal the extend-a-pipe so you can cross over and enter Chapter 6.

5h Waste Pipes



Ride this cart over to the ladder on the adjacent wall.



Fry 'em after you've activated the fuel, oxygen and power.



With the Tentacles gone, you can jump down in their hole.

POWER UP

Sneaking In



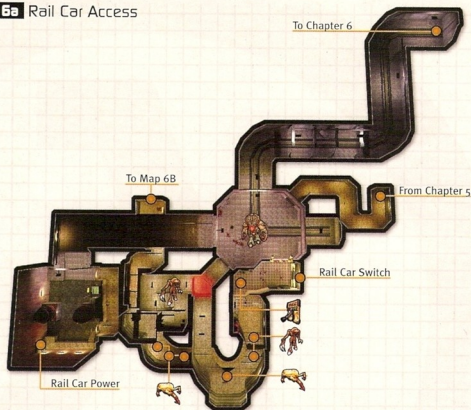
• This chapter starts out with a bang, introducing you to one of the toughest enemies in the game, the Gargantua. The best technique for dealing with it is to simply dash past as it's skirmishing with the two Grunts. Remember that it has a ferocious flame attack that does much damage at close range. So if you can, try to stay at least 15-20 feet away from it.

• Wrap around the corner and continue down the hall. There's a few Vortigaunts and Headcrabs scattered around, so be careful. When you reach the end of the hallway, you'll see a door that's been severely barricaded with wooden boards and boxes. Smash through and enter the control room where you'll find a wounded security guard, ammunition and the switch that controls the center track platform. When you've gathered up enough info and goods, head back out the door and under the freshly collapsed walkway.

• Work your way all the down to the end of this long stretch and you'll come across a bright red valve. Turn this valve to open up the double doors that lead out to the waste shaft.

• Climb the shaft carefully, taking out the Grunts that guard the entrance to the hallway above. The best technique in taking these guys out is to roll a few Grenades in before entering. But if you're fresh out of Grenades or wish to conserve your supply, the second best choice is the Shotgun.

6a Rail Car Access

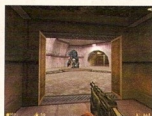


THINGS AREN'T ALWAYS PERFECT...



Every once in a while the Gargantua kills the Grunts before you get a chance to cross over, essentially ruining your only chance. If this happens to you, and you're looking for a way to cross without melting your HEV Suit, here it is:

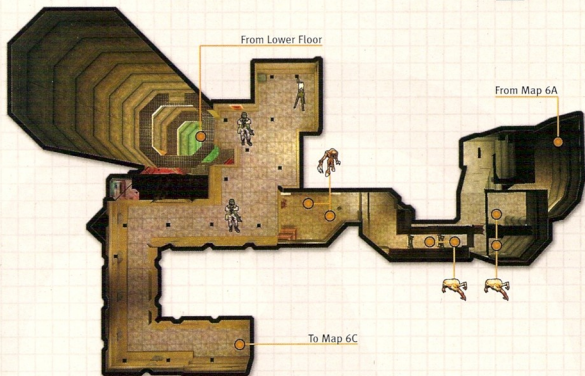
- 1 Stay out of sight, and wait for the Gargantua to turn away from the main door.
- 2 Creep out behind it, crawling so you don't make any noise.
- 3 Throw a Grenade (away from the Gargantua), and then dash past it the opposite way.



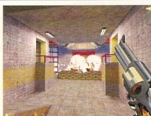
Try and run past while it's busy killing the government soldiers.



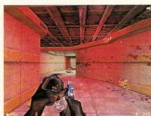
Although Barney is critically wounded, he has some essential information for you.



This opens the door that leads to the Power Complex.



One good shot to the explosive crates and this bunker is toast.



The .357 Magnum/headshot combo works wonders.



Smash that box and clear the motor!



This bonus bunker has a few Grenades inside.



These Houndeyes shouldn't be a problem with the Shotgun.



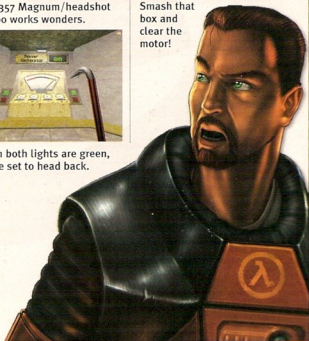
When both lights are green, you're set to head back.



Roll a few Grenades into this hallway for some easy kills.

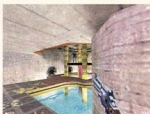


Scour every box in this area—almost all contain goodies.



Entering The Power Complex

- Your main goal in this area is to activate the main power switch that opens the gates on Map 6A. In order to get the power generator online, you're going to need to accomplish a few other things first.
- There is *A LOT* of enemy resistance here, 99 percent of it being human soldiers. As such, don't be afraid to whip out the Grenades or Laser Mines when you feel the opportunity arise. There's an abundance of extra ammo scattered throughout this whole area, so this is one of the few places where you can really let loose with almost all your weapons and still retain a good supply in reserve. Aside from that, your best bet is to create a backup save when you think you've done a good job at clearing out an area.
- Once past the human resistance, you're going to get on the elevator and take it below deck. Eventually you'll make it to the pump at the very bottom of this area, which is being blocked from operation by a few poorly placed boxes. Simply smash those boxes to get the pump operational once again.



If you can get into this stance, you'll be able to snipe the guards on their way down.

- With the pump running smoothly, head back up the spiral staircase and back into the generator control room. Flip on the switch to the left, and you'll open up the gates and grant access to the track power control area on Map 6A.
- Backtrack all the way to Map 6A, and then follow the path back to the area with the two large tesla coils shown in the screenshot up and to the right.



Get up to the track's power controls quickly and throw the switch.



If you're wondering how to get the rail car turned, don't forget about this switch.

(Note: If the Gargantua follows you, don't waste any ammunition on it. There's a secondary method to destroy it using the tesla coils in the next room, so it's best if you just run as fast as you can.) Climb up the ladder and throw the switch as quickly as possible. This activates the track power for the rail car outside, and also fries the Gargantua if it managed to follow you in this far.



And yes, the tesla coils will so rock the Gargantua's world when it crosses 'em.

- With the Gargantua gone and the rail car activated, all that's left is to get it on top of the center platform and manually spin it with the controls up above. With it pointing due north, hop aboard and ride it into clean on into Chapter 7!



The Gargantua is fast, so it's best to keep running without looking back (like this).



With the Gargantua gone, get on, strap in, hit the gas and brace for impact!

6c Power Complex



ON A RAIL

Railway Exploration

- There's really nothing critical to accomplish on Map 7A other than talking with the security guard and activating the lift gate switch. Once you've done both of those, ride the rail car down to the end of the hallway and continue down the elevator shaft.
- On Map 7B, you're going to want to loop around a few times, stopping to check out the various rooms if need be. Once clear of the Barnacles, continue going straight and you'll see a small alcove with a dead soldier nearby. Jump off, follow the steps up and you'll be only a few feet away from the switch that controls the crane. Roll in a Grenade to take out the gun turret, then activate the switch and get back on your rail car.
- Throw the rail car in reverse, and hit the junction switchbox with your gun to hop tracks.

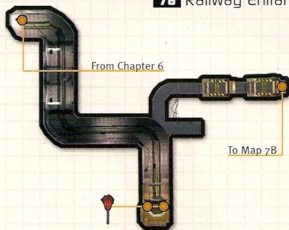


The best way to take care of the Gun Turret placed right behind the crane switch is to roll a Grenade right in between the box and this wall. Make sure to back off and get clear of the splash damage.

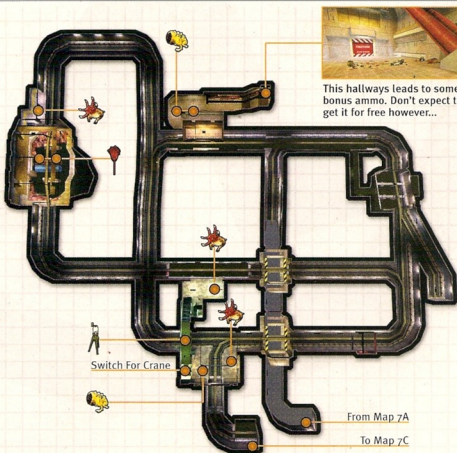


With the turret out of the way, use this switch to activate the crane and move it out of the way. When it's clear, hop back on the rail car and hop back on the junction switch with the junction switch.

7a Railway Entrance



If you do decide to continue on for further exploration, make sure to stop the cart well short of this group of Barnacles. If you don't stop to kill them, they'll lift you off and your cart will continue driving onward, preventing you from ever getting back on.



This hallway leads to some bonus ammo. Don't expect to get it for free however...

7b Railway First Floor



7c Lift Area

Heading Further

- Map 7C is a pretty quick one, with relatively few hazards. For the most part, you're just going to drive your rail car out on the platform and let the lift bring you up to the next floor. Yeah, you can shoot your gun if it makes you feel any better.
- The Storage Depot starts off with a bang, throwing you right into the middle of a firefight between Grunts and Vortigaunts. The best thing to do is to let the firefight go nuts for a minute while you hide in your rail car parked around the corner. Only *after* the gunfire

dies down should you attempt to work your way around.

- Another option is to rush in while there's mass confusion and get on the .50 cal. heavy machine gun for some target practice. Not only does it never run out of ammo, but each shot does mega damage and the rate of fire is extremely high (three bullets takes out a soldier, which at that rate of fire, is about half a second).
- Once it's clear below, climb the stairs near the .50 cal. and take care of the few Grunts and Vortigaunts scattered about. Grab all the goodies (hidden in boxes), refill on health and continue to map 7D2.

HANDLING THE RAIL CAR

If you're one of those gamers who expresses difficulty when controlling the rail car, just use the chart to the right. Remember that both Full Speed and Reverse have extra speed settings even though there's only one notch on the display.

Full Speed (+2 speeds)

Faster

Forward

Stop

Reverse (+3 speeds)



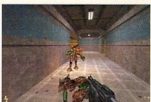
If you swing your rail car to the other side of the junction, you can jump on this .50 and rip!



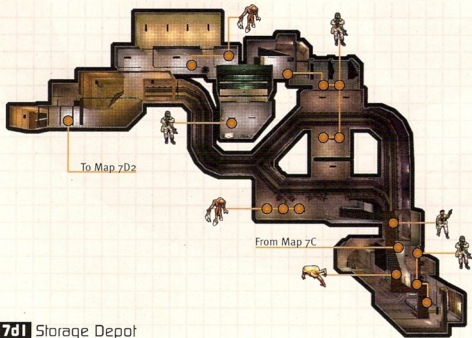
Using the .50 saves you a ton of ammo. And you can't say it doesn't do its job, can you?



When you reach the stairs, throw up a few complementary Grenades to clear the area.



The hallways are filled with Vortigaunts, which most of the time get killed by soldiers.



7D1 Storage Depot



When the coast is clear, check the rooms in the storage depot thoroughly for items, ammo and health.



Don't forget to keep a watchful eye on these junction switches. Many of them take you to different parts of the track with bonus goodies.

Back On Foot

• This entire next sequence is best completed on foot. That is, without the use of the rail car. Just remember to stay off the middle section of the track or you'll sustain severe electrical damage to your HEV Suit and/or health.

• Right below the first stair-case on Map 7D2, you'll find a small box. Smash it to reveal not only a **Battery Pack**, but also a grate that leads to a secret room with bonus goodies! Inside the room you'll find a few **Health Packs** and some ammunition.

• Creep around the corner on foot—being careful not to touch the inner rail—and throw a Grenade up onto the ledge where the three Grunts are waiting to ambush you. Continue on to Map 7E1, and let the group of Grunts pummel on the Vortigaunts for a while before turning the next corner. Use the sounds to distinguish when things have died down.



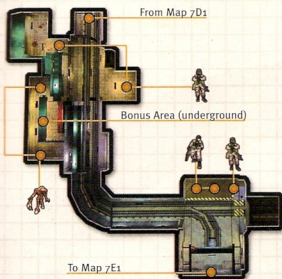
Behind the stairwell you'll find a box that is hiding this grate. Break the grate and...



You'll enter a small room underneath the next area chock fulla bonus goodies. Inside you'll find **Health Packs**, **Battery Packs**, ammunition and even dead bodies. Who knows how they got down there or what they were doing, but it's still cool!

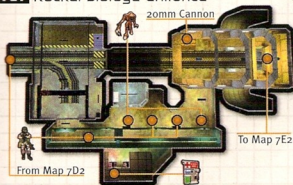


Although it's tough to see in the picture to the left, your best bet is to simply crouch behind your control panel on the rail car to avoid these lasers. If you happen to set either one of these off, the three Gun Turrets in the next room will rip you to pieces. Just reload your game if this happens.



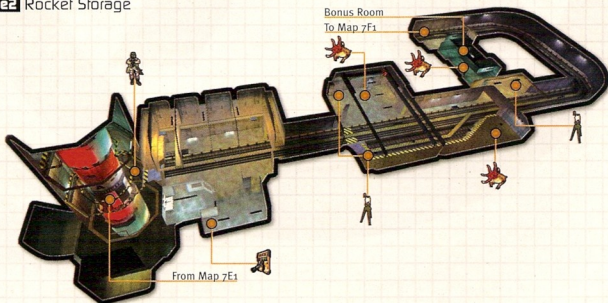
7d2 Office Complex Part 2

7e1 Rocket Storage Entrance



7e2 Rocket Storage

Bonus Room
To Map 7F1



From Map 7E2

Rock Turret

Lift Gate Switch

Switch Entrance

Change Rail Cars

Back On Foot (cont.)

- Sneak past the zomm Cannon and enter Rocket Storage, being careful not to set off the red lasers that activate the three Gun Turrets in the very next room. Once you're clear of this area, jump back on your rail car and over to map 7F1.



Those silly rockets don't do much damage when you simply crawl right under them. Try parking your rail car farther back, using the edge of the hallway to sneak up.

7f1 Track Switch Area

Final Approach

- Dodge the Rocket Turret by simply ducking as you crawl forward to take out the Grunt operating it. When complete, jump back onto your rail car and enter the fortified area in the center of the map. Activate the switch, and jump over the edge so you can quickly switch rail cars. If you don't, the other rail car will leave ahead of you and you'll be running like a chicken to catch up to it. Clean out the very last room on Map 7F1 and flip the switch to raise the lift gate.
- Map 7F2 is nothing more than an elevator with minimal guard resistance. Ride it on up and follow the track to Map 7G.
- You'll make two complete revolutions around this map, the second of which is on the upper level. The best method to get through here is to simply duck under the moving cargo boxes and find the switches when your rail car hits the lift gates. Dodge the crazy Rocket Turret by ducking, just like the last one. When you get to the electricity hazards, you're going to need some excellent rail car control to make it through without taking any damage. It's basically a start-stop-start-stop

situation with no big secrets for success. Again, it really pays to have a save game handy in case you screw up big time.

- When you're in the clear, get off the rail car and follow the ladder down into Map 7H1.



Crouch jump over these unbreakable boxes...



... upstairs you'll find the switch you need.

7f2 Elevator Area

To Map 7G

Rocket Turret

Electricity Hazards

From Map 7F2

From Map 7F1

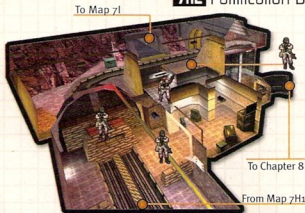
Ladder to Map 7H1

7g Cargo Delivery

7h1 Fortification A



7h2 Fortification B



Launching The Rocket

- As long as you don't trip the red laser below the first staircase, you're set. Simply run past the Gun Turrets and assault the 20mm Cannon. The best method to get rid of it is to sneak up on the right hand side, up behind the sandbags, and then get in a good clean sniper shot with your .357 Magnum.

- After taking out the group of Grunts guarding the rocket control room, sneak past the laser wires and push the red button to launch the rocket. When it's complete, exit the area and head back to Map 7H2 where a new door leads you down into Chapter 8.



Before climbing down the ladder, drop a charge to clear the room. (Grenades work fine, but the Satchels have a larger splash radius.)

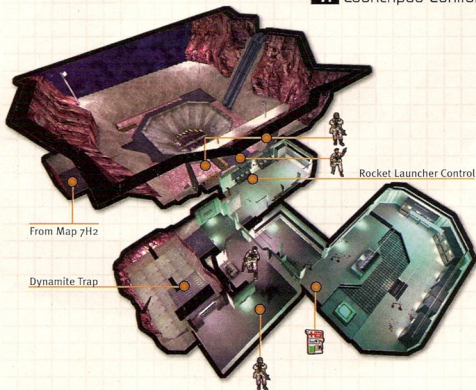


Who says you can't shoot a Grunt in the back when you get the chance? After clearing these two knuckleheads, take out the sniper on the roof.



When it's time to brawl, enter the room with everything you've got. After all, nothing says "Hello!" like a fragmentation Grenade down your pants.

7I Launchpad Control



Launch the rocket with the giant red button. D'uh!



When you ride this rail car into Chapter 8, you'll be in for a little surprise. ^_^

APPREHENSION

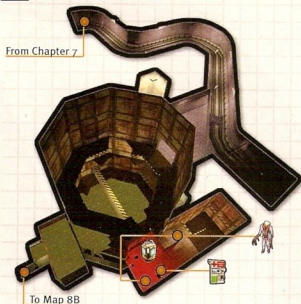
Derailed

- The line between Chapters 7 and 8 comes across so quickly that it's almost a complete blur. But worry not, your situation is somewhat unavoidable and you'll soon be doggie paddling your way out of this little mess.
- First things first, you'll need to come up for air. With that out of the way, swim below and equip your gmm Pistol. Fire a few rounds at the lock holding the four barrels in place, and they'll rise to the top of the pool creating a makeshift bridge. Swim through the small hallway on your lower left, and work your way up and around to the surface. Now you can simply walk across the barrels and up the stairs to the next level. Jump in the opposite side of the pool,

and take a nice deep breath as you swim underwater through the long series of passages ahead. If the Hagworms pose a threat, try swinging your Crowbar as you swim, wielding it like a machete to slice through if they get too thick.

- When you arrive on Map 8B, your next goal is to get rid of the Ichthosaur swimming in the pool below the Crossbow. You can either drop a few Satchel Charges—detonating them when you see the fish monster surface—or crawl up into the cage and let it eat a few Crossbow Bolts. Either way kills it with zero risk.
- Once you've acquired the Crossbow, swim below and access the valve to open up the grate. Don't get nervous if you begin to run low on air, because you'll refill automatically when you resurface.

8a Construction Area



Just hold on tight and stay aboard the rail car.



Shoot the lock on the cage to release these barrels.



You'll need to "crawl-swim" to get through this passage.

NEW WEAPON: Crossbow

① After talking with the scientist in the room adjacent to the small walkway above the pool (the control room), simply walk out and drop into the cage to get the Crossbow.

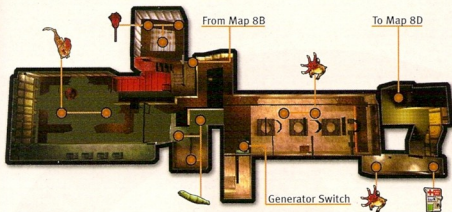


② When you get it, the cage will drop into the pool of water, where you'll need to kill the Ichthosaur quickly before exiting through the top of the cage.

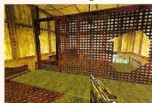
8b Experiment Area



8c Power Generator



Blast every single Barnacle before descending.



Jump through the hole on the right to access the next map.

Almost Topside

- Run up the series of stairs, and you'll enter a very small room absolutely stuffed with Barnacles. Jumping onto the box to avoid them is a trap, so your best bet is to simply kill everything in the room with your Combat Rifle and then move on.

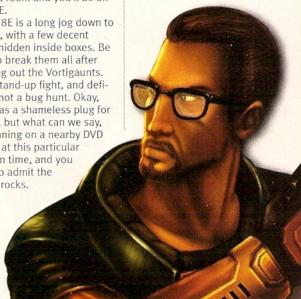
- In the next room, the only real trick is staying on the thin pieces of metal without slipping off into the murky depths below. Instead of jumping the gap with the broken electrical main, crouch jump the gap to the right of it into the small hole. Dealing with the slippery tiles is a pain, but very possible. If you don't make it on your first try, quickly swim to the ladder near the upper left-hand corner of the map.

- After swimming through the short underwater passage, you'll be in the generator room. Flip on the power and quickly push the smaller of the two boxes off the main ledge. Jump off right behind it and push it all the way into the corner. Climb up, and ascend the stairwell to Map 8D.

- Clear the control room of both Vortigaunts 'n Headcrabs and the scientist will open up the entrance to the coolant tank area. He will *not* open it up until every monster is dead. Make sure to fill up on HEV Suit power before venturing off, as the extremely low temps of the coolant tanks will strip your suit of its power very quickly. Expect to lose from 20-30 points off your suit depending on how it takes you to get through. Descend the

ladder at the very end of the second room and you'll be on Map 8E.

- Map 8E is a long jog down to the lift, with a few decent items hidden inside boxes. Be sure to break them all after clearing out the Vortigaunts. It's a stand-up fight, and definitely not a bug hunt. Okay, that was a shameless plug for *Aliens*, but what can we say, it's running on a nearby DVD player at this particular point in time, and you have to admit the movie rocks.



8b Coolant Tanks

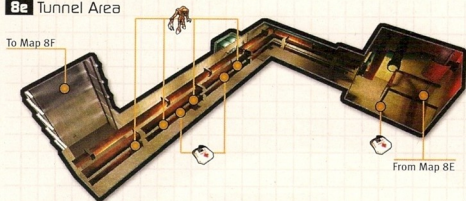


With the box in place, simply crouch jump up to the ladder.



Access this panel to enter the coolant tank area.

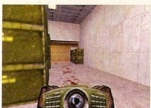
8e Tunnel Area



Use the boxes as you strafe attack these Vortigaunts.



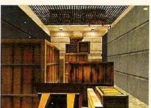
There's nothing you can do to save Barney...



Once detected, place a few Laser Mines in this hallway.



Break every box you stumble across inside the warehouse.



Quickly climb the boxes and grab your Crowbar up top.



When the compactor closes, jump down through this vent.

8f Warehouse

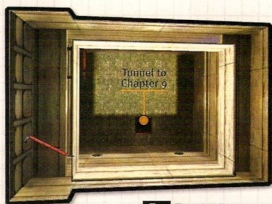


Super Troopers

• As you enter the warehouse, you should immediately know something is up when you see what happens to Barney. The best offensive tactic to use against Assassins is to place Laser Mines after being detected. When all three Assassins are dead, throw the lever marked "Surface Access" and exit the area.

Captured

• Not only were you caught and thrown into a garbage compactor (just like Luke Skywalker 'n the gang), but you were also stripped of all your weapons and equipment. As the compactor activates, quickly climb to the top of the boxes using crouch jumps, and cross over to the other side of

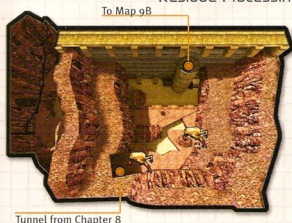


8g Trash Compactor

the room to find your Crowbar. You'll only have a few moments to do this, so be quick. After the compactor is fully closed, you can drop down and smash through the vent in the floor. This will take you straight to Chapter 9.

RESIDUE PROCESSING

8a Entrance To Residue Processing



KEY

Unique to this chapter are the bold **ORANGE** arrows. These show you which direction you should be going as you progress through the confusing rooms of Residue Processing.



Traversing The Plant

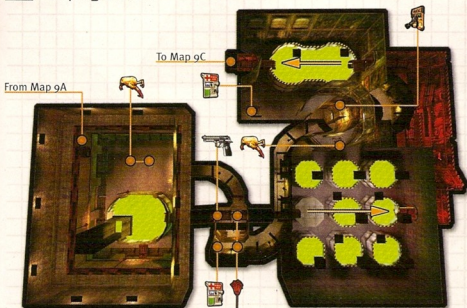
- After the apprehension and escape, you're left completely weaponless and stuck in what looks like the middle of nowhere. Worry not, because you'll soon be back in the fray with a few weapons and a decent supply of ammunition.
- Work your way over to the grain stack, and operate the valve to lower the grain inside. Quickly climb the ladder and jump in, riding the grain until it reveals the tunnel to Map 9B.
- After getting the 9mm Pistol from the intellectually challenged Barney, you're going to hop aboard the pistons and make your way over to the small red-colored vent on the east side of Map 9B. Follow it past the steam hazards to the next pipe, and make your way across the giant vat of hazardous waste and into Map 9C.
- Swim underwater as far as you can go, through all the

small passages and past all the smasher-bashers. When you resurface, it's time to collect some weaponry including the .357 Magnum and some Battery Packs. When you're ready to progress, throw the center track lever forward and stop the pistons with the piston power switch. Quickly jump onto the center conveyor and stay crouched as it pulls you on over to Map 9D.

• Map 9D is one large puzzle, basically requiring you to jump from conveyor to conveyor in order to reach the final destination. This isn't really a problem, but the jumps are a bit of a pain and there's really nothing we can tell you except to keep trying. (Note: with a mouse and keyboard this is so much easier.) Follow our orange arrows if you're having trouble with which way to go. It's really not that difficult, but the arrows are there if you need them.

• The red-tinted tunnel will take you straight to Chapter 10.

9b Pumping Station

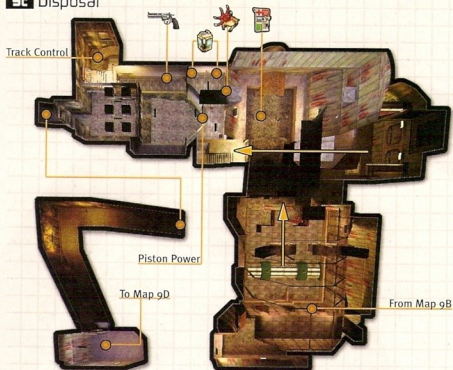


There's nothing you can do to save Barney, but you can make the most of the situation and acquire his 9mm Pistol if you follow him into the hallway.



Stay centered when you jump from one rod to the next (the edges are slippery as heck), and crouch jump into the tunnel leading to Map 9C.

9c Disposal



Grab the .357 Magnum and the two Battery Packs. Also refill on health at the recharger.



These levers control which way the tracks move. Throw the center one forward.



Try and stay crouched if you're having trouble getting past a specific obstacle.



You really need to hug the floor to avoid taking massive damage from this smasher.

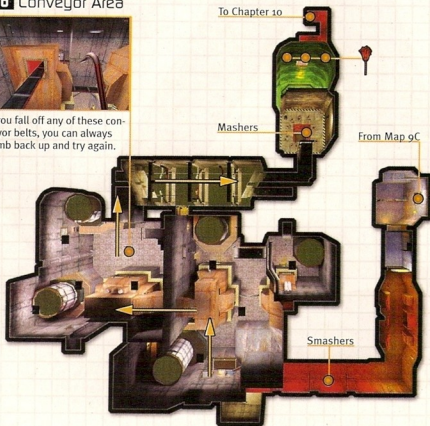


Through this grinder lies a tunnel that leads up to Chapter 10.

9d Conveyor Area

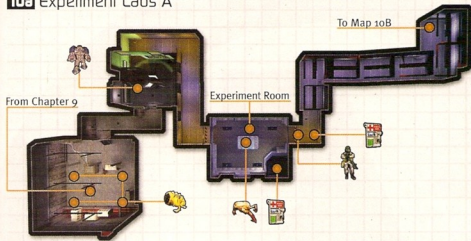


If you fall off any of these conveyor belts, you can always climb back up and try again.



QUESTIONABLE ETHICS

10a Experiment Labs A



Making Discoveries

- As you emerge in the lab area, you'll be surrounded by Houndeyes and pounded to oblivion. So instead of doing that, stand below deck and toss in a Satchel Charge to clear out the entire room in one shot.
- Your best offense against the Alien Grunt inside the glass tube is to plant a Satchel Charge right in front of the unit *before* it breaks out, anticipating its move with your uncanny ability to see into the future.
- The experiment room is nothing more than a button-click-and-a-go-go.



Shoot the small module to open the gate.



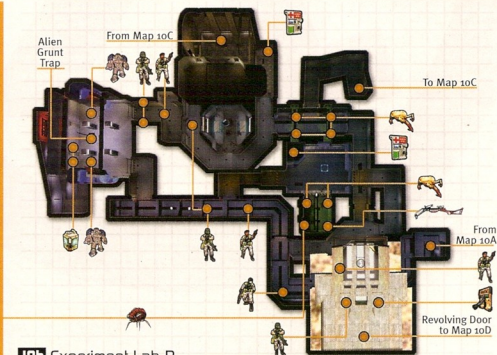
Hide here when fighting the Grunts.

NEW WEAPON: Snark

① In the second experiment lab, you'll find two small cages that are filled with Headcrabs. Open up the cages and activate the laser to rid 90 percent of them right off the bat, then follow up with your 9mm Pistol to take out the last few.

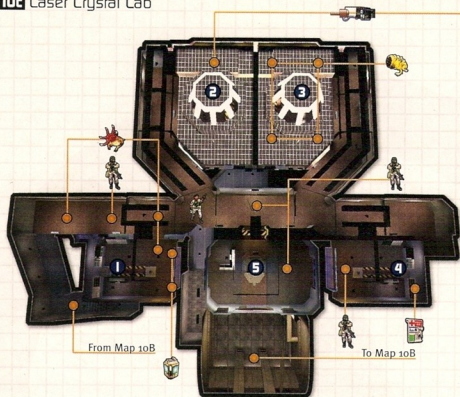


② The first cage has the Crossbow in it, and the second cage has the Snarks. We think you'll find the Snarks not only as useful little creatures, but also slightly entertaining.



10b Experiment Lab B

10c Laser Crystal Lab



KEY

- Laser Crystal

NEW WEAPON: Tau Cannon

① As you approach the first hallway that branches north, you'll hear a faint discussion between a scientist and a security guard. Within five seconds, a large explosion will occur and reveal a new doorway. Make SURE you're clear of the wall near the explosive crates, or you'll sustain heavy (and unnecessary) damage.



② After the explosion, enter the room and you'll see the Tau Cannon sitting on the floor in between some bones and chunks of meat. Just around the corner in the next laser crystal room, you'll find even more ammo for it.

The Entry Hall

- Although Map 10B looks complex at first glance, you can probably run through the entire thing in under five minutes. Start off with a bit of combat in the main entry hall, working your way to the second experiment lab where you'll find the Crossbow and the Snarks.
- When you get to the Alien Grunt trap, here's a simple and effective method for getting through:

- 1 Run upstairs into the small hallway on the west end of the room.
- 2 Shoot the Laser Mines from above.
- 3 Stay hidden, and the human Grunts will bust in with guns a'blazin', pretty much taking care of the whole situation for you. Of course, make sure to mop them up after the fact.



If you're smart, you'll stay hidden while the Grunts and Bullsquids duke it out. Wait a few seconds before entering.

- With that out of the way simply walk through the next few hallways and up the stairs to Map 10C.
- Upon first entrance, you're going to sit back and let the Bullsquids rumble with the Grunts. After about 30 seconds, make your presence known with a few Shotgun rounds. Clean up whoever's left and quickly dash for the Tau Cannon. Once acquired, you'll need to activate all FOUR laser crystals—clearly marked with number icons on



Make sure to activate all four of the crystals before trucking on over to the main control room.

- our maps above—before making your way to the center FIFTH laser crystal, which is inside the control room.
- Inside the control room, push the box underneath the protective screen so that it cannot close to protect the wall behind it. When you activate the laser, it will blow a hole through the wall and grant you access to the trapped scientists below.



Upon storming the latter half of Map 10C, you'll meet some human resistance. Nothing the Shotgun can't handle.

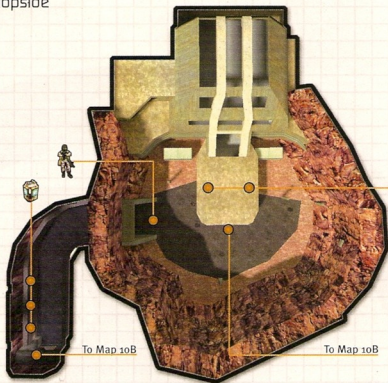


Make sure to push the box as shown in the picture above before you activate the main laser.

Escape

- The room with the rotating death blades isn't all that difficult to get through. Just time the blades and sneak through. When you get to the other side access the keypad and shut the blades down when they're off to the right or left side. You need to keep the center aisle clear so you can walk one of the scientists in the previous room back with you.
- Grab any one of the three scientists and run all the way back to the main entry hall of Map 10B. When you reach the foyer area, the scientist will access the security panel and unlock the main doors for you. It's up to you if you want to leave him as a witness to your survival or not.
- When you pass through the revolving doors you'll be topside for the first time in a great while, but as usual, it's not without its hazards. A quick turn around the first corner with your Shotgun should take care of the guard, but make sure not to veer too far away from the building itself or you'll be picked to pieces by the two Gun Turrets on the roof. You can either back up slowly and attempt to snipe

10d Topside



them before they see you, or you can just toss a darn Satchel Charge and blow the whole roof off. We like the second option for various reasons.

- Smash the last few boxes en route to the large grey door to find some much needed **Battery Packs**. When you're ready, pass through to enter Chapter 11.



After blasting a hole through the wall with the laser, use these boxes to climb down.



Bring the scientist back, and he'll unlock the revolving door that leads topside.



Get first attack on the Gun Turrets placed on the roof.



Dash through these meat-mincing blades of death and turn the machine off.



Once outside, check your corners for enemy Grunts. Don't veer too far away from the...



And finally, the shaft on Map 10d that leads to Chapter 11.

SURFACE TENSION

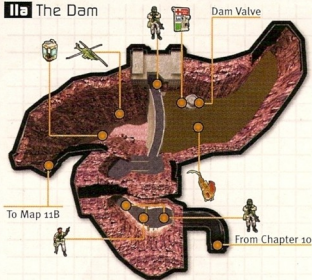
The Dam

(Note: Although it seems like we're approaching the end of the game, you really don't have to worry about ammunition conservation in this chapter. Why? Simple... because toward the very end of this chapter is a weapons cache that completely refills ALL of your weapons to full capacity. So don't be afraid to shoot stuff!)

- Things start off with a bang, dropping you into the middle of a firefight with some human Grunts. Take them out using the explosive canisters placed around the area. When it's clear, you'll need to move to the dam area and bring down the Apache Helicopter.

- Climb the tower and turn off the fans with the dam valve, then hop in the water and take out the Ichthyosaur below. The Crossbow works the best, and don't be afraid to use two or three bolts to take it out. When you're ready, swim below and turn the cranks to open up the valves that lead to the westernmost part of the map. Swim downstream and eventually enter the pipe to Map 11B.

11a The Dam



If possible, try and shoot the explosive canisters to take out enemies held up behind them.



If you walk out too far, this cannon emplacement will rock your world.



Be swift with your Crossbow and take out the Grunt from across the dam.



Have your Crossbow ready to take out the Ichthyosaur.



After shutting down the fans, turn the valve and swim through to the other side.

HELICOPTER ASSAULT [Key Tips]

1 Gettin in Position



This key is attack position. Fight from this position, making sure the Apache is flying away from you and not toward you. Use the sounds of the rotor to your advantage.

2 Success



When you're ready, switch to your Tau Cannon and begin charging a supershot. One of these combined with a few standard bullets will take it down in a jiffy.

3 Don't Go Here!



Whatever you do, don't attempt to climb the tower with the chopper still out in the clear. You'll find out pretty quickly just exactly what Hellfire Missiles taste like.

4 Hovering Above The Gully



Not only will the Apache follow you through the gully of Map 11A, but it will follow you to Map 11B as well. All the more reason for taking it out now.



This ledge full of bonus goodies can only be reached with a crouch jump.



After clearing out the Grunts, turn this valve to open up your escape hatch on Map 11C.



The entrances and exits to the entire area are well hidden like this one.



You can sneak up and grab the goodies next to the Tentacle by crawling.

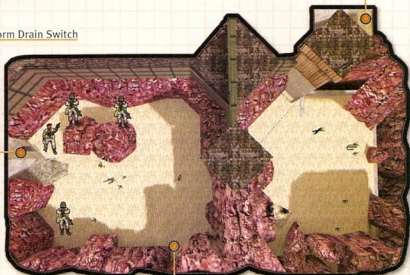


Once past the minefield, hop from this ledge over to the hatch that leads to Map 11D.

11b Storm Drain Control

Storm Drain Switch

From Map 11A



To Map 11B

Cliffs 'n Caves

- Your main goal for Map 11B is to get to the storm drain switch and activate it. Obviously, you'll want to accomplish this by taking as little damage as possible, so it's a good idea to have a save game on standby. There's minimal human resistance next to the switch, so a standup fight shouldn't pose a real problem. When it's open, head to Map 11B.

- The area with the Tentacle is purely optional, and we suggest you avoid it unless you're extremely low on health and/or you've got nothing to lose. Check out map to see exactly what's there.
- And as for getting to the storm drain hatch itself, you can either use Grenades to clear a path straight to the exit, or circle around the northern edge of the room and avoid the mines altogether. Hop in the hatch to Map 11D.



If you're good with crouch jumping, hop on over to this nearby ledge and grab the Battery Packs, Health Packs and bonus ammunition.

11c Minefield

To Map 11D

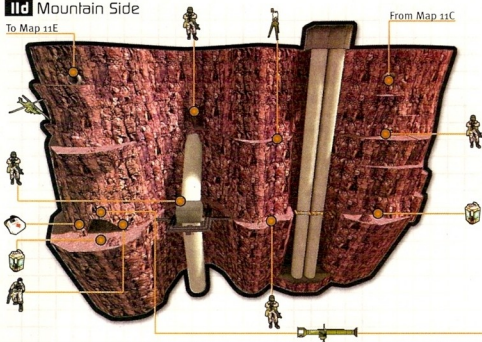


From Map 11B

11d Mountain Side

To Map 11E

From Map 11C



Dangerous Situations

• When you emerge from the pipe, try to scout the area below with your Crossbow and take out Grunts from afar. Grab the RPG Launcher, and immediately exit the cave and engage the Apache. Two direct hits should pretty much demolish it, at which point you can climb the last few ladders and escape to Map 11E.

• Taking out the Tank on Map 11E is so much easier if you pop out from the pipe right behind it. Just throw a few Satchel Charges up on the turret and it's toast. When the area is secured, hit the door switch and take out the Rocket Tank with your RPG Launcher. If you need extra RPGs, don't hesitate to dash back and grab some from the ammo depot area.

When you're ready to proceed, take the path down past the Rocket Tank and open up the sliding door to Map 11F.

NEW WEAPON: RPG Launcher

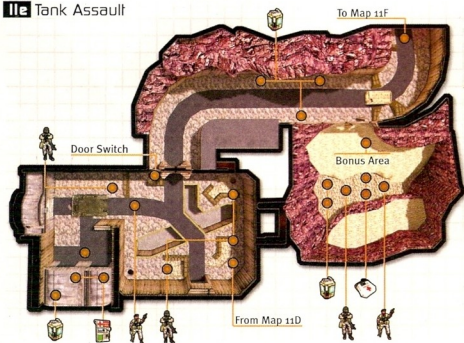
① Toward the very end of this map you'll find a small alcove guarded by a shotgun-toting Grunt. Whack him silly with your arsenal, then enter the room behind him.



② You'll find the RPG Launcher along with some extra rockets as well. We suggest you make a save game right before you fight the Apache outside of this room.

11e Tank Assault

To Map 11F



The ledges are thin so be sure to press against the wall.



Emerging from this pipe lets you arrive unnoticed.



If you need HEV Suit power, explore this bonus area.



Make sure you destroy the generators before climbing, or you'll be electrocuted.

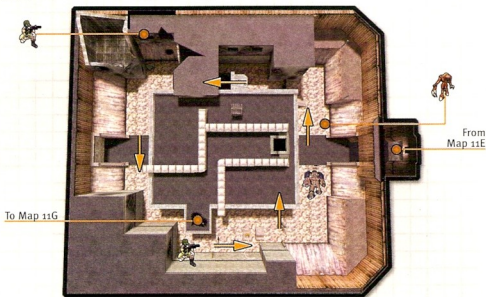


Smash the boards off the front and back of this box and pass through it.



After pushing the box into place, jump down onto the box and then the lift.

III Ordnance Storage Facility [Exterior]



Puzzling Paths

• Map 11F is really just a matter of following the **ORANGE** arrows on our map in order to reach the roof. Try and use Grenades to set off the Laser Mines ahead of time, and also

to take out the snipers tucked away in the wreckage above. Also, use Grenades to clear the minefield before entering, and to destroy the generator before climbing up the broken pole (follow

lowing the vents) and drop down through the hole to enter Map 11G.

• The trick to getting through this sequence is to follow our arrows below. Check out this mini-picture bar that shows you exactly how to get through.

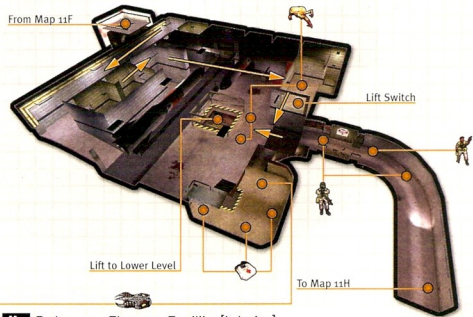


NEW WEAPON: Hivehand

① After carefully maneuvering past the laser wires upstairs, take the lift down to the lower level.

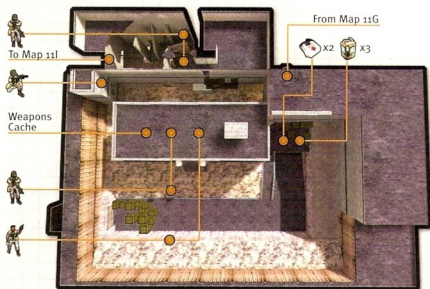


② As soon as the lift touches down, you'll see this awkward weapon lying on the ground near the crates. Grab it to collect the Hivehand, the standard weapon of an Alien Grunt. The best feature about the Hivehand is that it never runs out of ammo!



IIIg Ordnance Storage Facility [Interior]

III Weapons Storage Complex



Weapons Cache

• When you first enter this area, stay back and let the Government Aircraft bomb the crap out of the Alien Grunts. When it's clear, the Tank will roll in with a few Grunts, and you'll have to take them out. After it's clear, walk inside the center complex and the

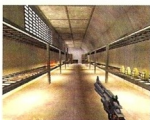
security guard will unlock the weapons cache for you. Stock up on everything, then exit through the window and cross to the other side of the street. Hop down the beams to access Map 11l.

• We suggest you simply run straight for the cannon... avoiding the Osprey, Grunts and Alien Grunts altogether.

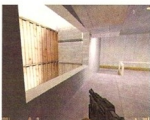
Open up with the cannon and clear a path to Map 11j by blasting a hole in the wall as pictured below. Remember that it has unlimited ammo, so you can blast and blast until there's nothing moving on the entire screen. This is a good time to start saving ammunition.



Use your RPG Launcher combined with the strafe attack method to hit this Tank.

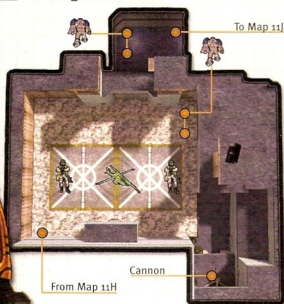


Ahh, the precious weapons cache that you've been waiting to find the entire game.



Hop out this window but stay on the ledge. This is what leads you to the next building.

III Landing Field



The Osprey is here to suck your freshly resupplied ammo source down to nothing.



Use this cannon to blow a hole in the wall, opening up a passage to Map 11j.





As soon as you round the corner, get on and **STAY** on this .50 caliber machine gun.



Use the large pink globs as jump-pads which boost you up to the next level.



When the Grunt throws the Satchel Charge in the pipe, quickly hide underwater.

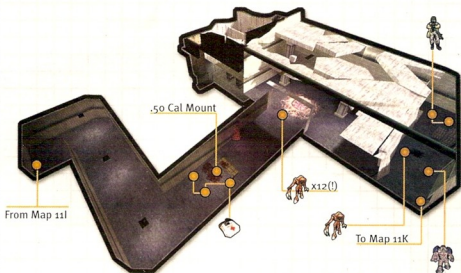


Have the Shotgun ready to go when you hit this sequence.



Barney will open the door that leads to Map 11L.

III Gun Emplacement



III Nearing Lambda

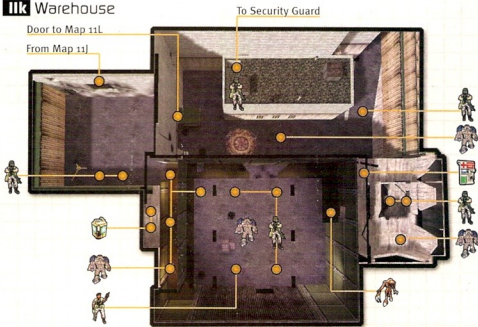
- Map 11J is basically one huge battle, with no less than 25 Vortigaunts warping in right in front of the .50 cal heavy machine gun. Try and keep a rhythm going, and remember to stay on the .50 cal for at least one minute as they keep warping in. When the coast is clear, hit the jump-pad up to

the roof, and drop down on the other side where the Alien Grunt is taking on the two human Grunts. Break the vent open with your Crowbar and keep it equipped to bash through the waves of Snarks inside.

- Your goal for Map 11K is to find the security guard and have him unlock the door to Map 11L. On your way to find

him, you'll need to first clear out the main warehouse, and then the outside area so that there are NO visible threats when you finally return to this area. When you're ready, hit the jump-pad to the roof and enter the building through the grate. When you find the security guard inside, bring him downstairs, and he'll unlock the two coded doors for you.

III Warehouse



Containment Area

• As you enter Map 11L, you'll be greeted by the not-so-friendly yet fresh and eventful Gargantua. As it smashes the two Grunts with the car, you need to make your break for the western end of the parking garage and enter the Containment Area.

• The Gargantua will follow you, but you should have enough time to get up to the coordinate controls and call in an air strike to take care of it. In order to do this safely, you'll need to recognize that the small green map on the controls happens to be the exact layout of the room you're standing in. If you call in an air strike right toward the middle of the ramp structure, the Gargantua will walk right into it and fry itself.

• With the Gargantua gone, you can maneuver the controls to the northwest corner of the room and drop two sets of bombs where we have the markers on the map. You'll know you hit the right spots when the barriers are blown to bits.

• Make a running crouch jump from the top of the ramp over the gully, and enter the hallway to Chapter 12.

III Parking Garage



Upon first entering the area, you'll see two Grunts being smashed by the Gargantua. This is your cue to run like hell!

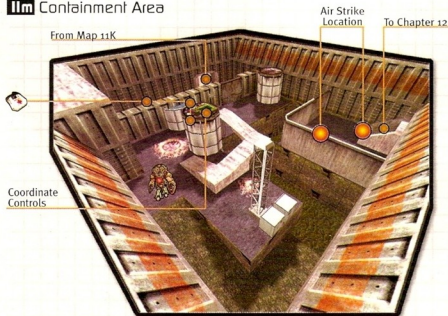


Use the jump-pads to get on top of this control station. The Gargantua shouldn't be far behind, so you'll need to get the coordinates in quickly.



We usually call the first air strike right next to our location, predicting that the Gargantua will walk right into the explosion. It never fails.

IIII Containment Area



With the Gargantua out of the way, take your time setting up the proper coordinates to clear the barriers away from this bunker.



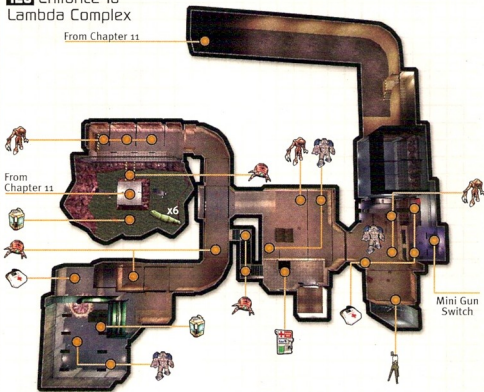
Once you've blown the doors off, make the jump and follow this hallway down into the Lambda Complex. This will take you right into Chapter 12.

FORGET ABOUT FREEMAN

Fun With Turrets

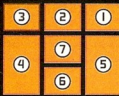
- As you enter, you'll be slammed with a somewhat simple puzzle/danger situation. Use our chart below to get through it with no problem. Afterward, make your way through the vent and into the control room.
- The best method for getting through this area is to kill the security guard, then quickly activate the Gun Turret and run to the next area. Whatever spawns in the room with the turret will be taken out immediately, saving you tons of ammunition.
- From this point you can either go for some optional ammunition and health, or you can go straight for the hatch and enter Map 12B. Unless you're approaching critical levels on health and ammo, go straight for the hatch.
- If you do decide to get the goodies first, make sure you realize that each little orb you destroy houses 3-5 Snarks each. Not too big a threat by themselves, but the repeated smackdown can take its toll.

12a Entrance To Lambda Complex



CEILING TILE DROPS

The chart below shows all seven ceiling tiles in the proper order they fall. Basically, you're going to want to stand at number seven until six falls, then switch and get out of the way for seven to drop. Simple!



As the ceiling tiles drop you'll need to stay clear. Check our pattern box to the left for the order they fall.



This lever controls the Gun Turret. Flip it down to activate the Turret, and then back up again to shut it off.



If you decide that the Turret is hindering your progress, it can be destroyed. A few Shotgun blasts should work.



If you opted to destroy the Turret, you'll need to fight the horde of Alien Grunts and Vortigaunts on your own.



If you break these pods, be prepared to fight the Snarks inside.



Actuate this valve to open the hatch to Map 12B.



That green stuff leaking all over the floor is bad news. Try not to bathe in it.



Swift, silent and deadly. The Crossbow takes out guards with no chance for detection.



Activate the main controls of the Tank to blow a hole through the wall.

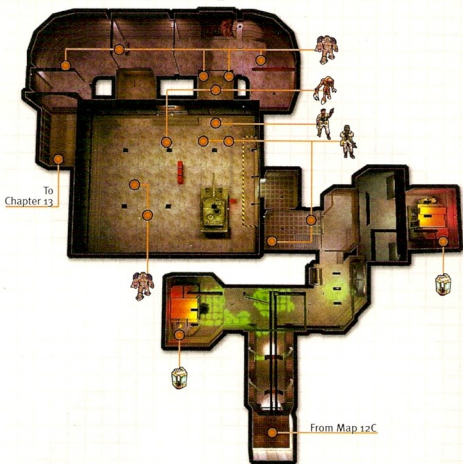


Quickly get on that .50 cal and begin shredding. Don't let up!



Let the aliens and humans rumble before jumping in.

12d Mechanized Repair Facility



The Assault

- When you get off the elevator, you'll notice some greenish colored gobbly gook which just so happens to be toxic waste. If you can, try to grab the **Battery Pack** without touching this goop, or you'll lose small bits of your precious HEV Suit power.
- When you approach the repair facility, it's best to quickly pop in the room and then retreat behind the wall. The battle between the human and Alien Grunts will ensue, both of them basically pounding each other into oblivion. When you re-enter the room, take care of whoever's left before climbing aboard the Tank.

- Activate the main controls of the Tank and fire a cannon round into the wall up ahead. It will create a passage to the lambda core, but it will also open up a massive influx of alien enemies. Jump on the adjacent .50 cal machine gun and open up on the hallway where the portals are spawning. With a little luck, you'll take minimal damage and take out every single enemy without wasting any of your precious ammunition. Don't forget to break the boxes before you leave.
- The hallway outside is heavily guarded by three Alien Grunts and a Rail Cannon. Hit the Rail Cannon first, pounding it with RPGs until it's no more. With the hallway clear, you can proceed through the next two doors and into Chapter 13.



The Alien Rail Cannon should take no more than two RPGs.



When it's clear, access the keypad and enter Chapter 13.

LAMBDA CORE

Entering the Core

• You'll begin right away by activating the lift switch and then riding it down to the loading area below. There's roughly a five-second delay before it starts moving, so don't panic if it doesn't start right away. Work through the baddies using whatever means necessary, and enter the warehouse area.



Let the Bullsquid take out at least one or two Headcrabs before killing it.

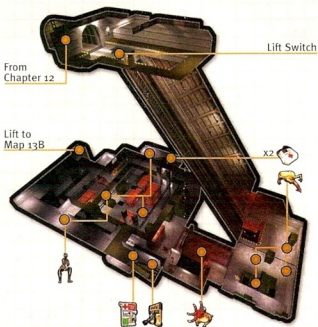
NEW WEAPON: Gluon Gun

Although Valve won't officially comment on the inspiration behind the Gluon Gun, it seems to us like there's a bit of *Ghostbusters* action going on there. Notice the similarities of the pack, rod and beam? Wacky fact: On the PC version of Half-Life, it's labeled as "weapon_Egon" in the cheats menu. *Don't cross the streams!*



① You'll find the Gluon Gun inside the test firing chamber right around the corner from the scientist's chamber on Map 13B.

13a Hazmat Handling Bays



- There are four Assassins inside, all of which can be dealt with in the normal fashion. Either use the Laser Mine trick that you've mastered in the past encounters with Assassins, or simply engage them in point-blank combat with your Shotgun. When it's clear take the lift to Map 13B.
- Blast through the wave of Alien Grunts and make your way over to the locked security door near the ladder. If the scientist doesn't unlock the door then you haven't cleared out the room. Once inside, he'll let you through to the test firing chamber where you can grab the Gluon Gun.



Use whatever means necessary to kill the four Alien Grunts guarding this area. When it's clear, the scientist will open up the door for you.

13b Lab Entrance

Activating the Reactor

- When you get off the lift, you'll be greeted by both Alien Grunts and Vortigaunts that just happened to warp in at that very moment. (Note: This continues throughout the entire map, so stay on your toes, and don't get too comfortable.)
- Your first goal is to head down to pump station 01 and activate the power switch. Try and use weapons like the Crossbow, and even the



The two coolant areas that lead to the respective pump stations pose quite a health threat. Make sure to go in with your best weapons equipped and a plan to retreat if things get too hot. It's nice to have a spare saved game ready as well.

Hivehand when dealing with enemies on the way. You'll know you've activated it when you see the station light up.

- The second goal is to activate pump station 02, which is on the opposite end of the map but requires the very same techniques. Just blast your way through enemies and finally switch it on.

- With both pumps activated, head back and refill on ammunition and health in the small room near the main reactor access. With a full health bar and a good stock of ammunition, jump down into the pool of water and swim into the hole that reads "Maintenance Access." This will bring you right into Map 13D and also the reactor itself. When you arrive, the two coolant valves will be completely closed and you'll need to open them up. With both valves open the water level will raise high enough for you to climb out using the ladder above. Exit the area by climbing to the top (avoiding the electricity), and taking the lift to Map 13E.



If you can sneak in and clip the two Alien Grunts with your Crossbow, you'll go unnoticed and escape with zero damage taken. Don't use more than five Crossbow Bolts to get through.



Opposite of the main reactor access is a small room full of health and ammunition. On the way, you'll also bump into Barney, who can help out if you let him tag along.



With both of the pump stations switched on, head back to the main reactor access and jump down into the pool. Swim through this passage and...

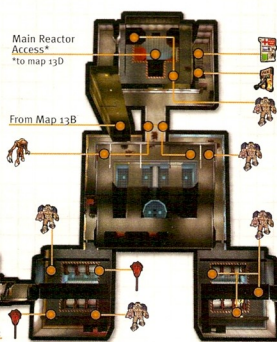


... you'll eventually make your way to the two underwater flow control valves. Crank both of them into the "on" position, and the water level will rise up to ladders above.

13c Reactor Coolant & Maintenance



Pump station 02 is the easier of the two pumps to activate. There are less enemies guarding it, and there are more goodies to be had.



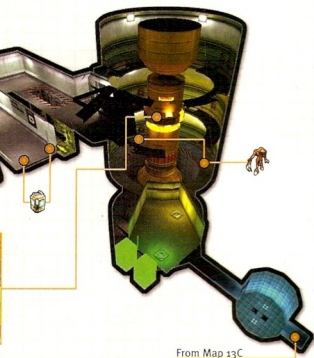
You'll encounter heavy Alien Grunt resistance on the way to pump station 01. If you can avoid anything without taking damage, by all means do it.

13d Lambda Reactor Core D

Elevator to Map 13F



The beams can be avoided with simple timing. Learn the pattern and watch for openings.



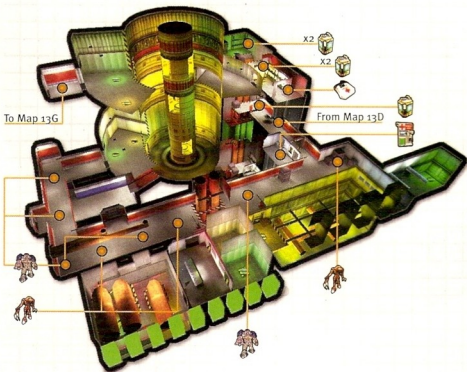
This is the first group of portals that leads you up into the final reactor core. Whenever you make a wrong turn, it leads back to this very spot.



Some of those so-called "wrong turns" actually have some decent items hidden inside them. Make sure to check the areas thoroughly.

13e Lambda Reactor Core E

To Map 13G

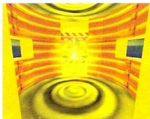


PORTAL HOPPING

Refer to the list below to see where exactly each portal goes, and/or what it does. If your goal isn't to explore all the good and bad ones but to just complete this area, then hit all the portals colored in **ORANGE**. This will take you directly to the next map.

- Portal 1:** Takes you inside the reactor past the fence.
- Portal 2:** Brings you up to the next level.
- Portal 3:** Room with batteries, health and ammunition.
- Portal 4:** Brings you up to the next level.
- Portal 5:** Scientist room with ammo and health.
- Portal 6:** Drops you into a room, taking severe damage.
- Portal 7:** This one takes you to Map 13F.
- Portal 8:** Room with HEV Recharger.
- Portal 9:** Kills you no matter what you do.

Note: The portal at the very top of this tower (after you complete Map 13F) brings you back down to Portal 1!!!



With both switches activated, the blast shields will lower and enable you to jump inside the center core.



After climbing the ladder to Map 13G, pull a "John McClane" and leap across the elevator shaft into the hall.



Before heading into Reactor Core A, make sure to fill up on goodies and also grab the Long Jump Module.

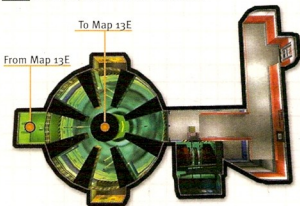


Keep the Xen Masters from hurting the scientist.



When the scientist gives you the go ahead, jump in!

13f Lambda Reactor Core B



Portal To Another World

- Getting through Map13E looks a bit confusing if you're just staring at the map itself. But if you use our numbered portal list as you're playing through it, you'll realize how simple it is. When you get to the top of the portal tower, enter Portal 7 to get to Map 13F.
- Your object on Map 13F is to activate both blast shield buttons and then hop into the center module. When you do,

you'll be warped back to Map 13E. When you arrive on the platform on Map 13E, avoid the warper portal AT ALL COSTS. All it does is send you back down to Portal 1 and make you start all over again.

- Head up the ladder and pull a *Die Hard* across the elevator shaft to enter the hallway. Make sure you're all the way at the top of the ladder before jumping. The scientist will unlock the glass door, giving you access to the weapons cache. Refill on EVERYTHING

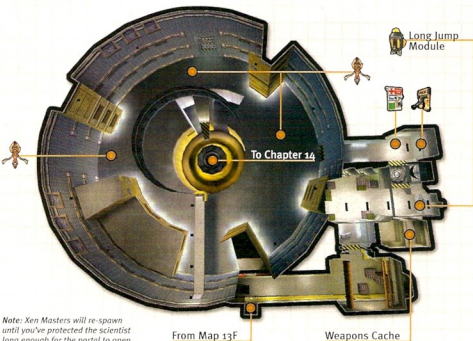


The one thing to remember when navigating this room is NOT to move quickly. Jumping around like a nut will only have you drinking toxic waste. Instead, stay off the first group of platforms and leap on to the elevating ring toward the center for maximum effectiveness.

before you head out into Lambda Reactor Core A. This is your last really good chance to fill up.

- Basically, you'll need to keep the Xen Masters from killing the scientist who's opening your portal. We found it best to stay close to his little stand, picking off whatever came close. When he tells you to "Go!" you need to immediately jump through the portal and into Chapter 14.

13g Lambda Reactor Core A



Note: Xen Masters will re-spawn until you've protected the scientist long enough for the portal to open.

XEN

A Different World

• In the world of Xen, you'll notice a few things are quite different from the way they were in Black Mesa. This list covers the big three:

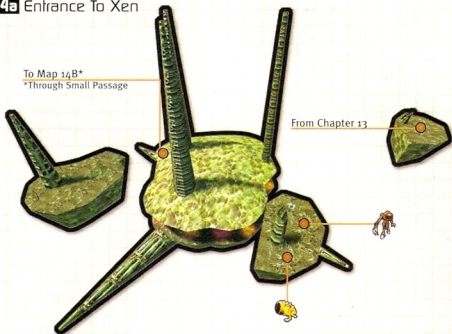
- 1 The gravity in Xen is considerably less. As such, you'll be able to jump much farther than usual with your normal jumps. And with the Long Jump Module you'll be able to make incredibly long jumps!
- 2 There are no more Health or HEV Suit rechargers. The aliens don't use 'em, so what did you expect?
- 3 Any human adversaries you fought in past missions are no longer a threat. From here on in it's 100 percent alien enemies; a bug hunt.

- Getting from platform to platform is easy with your Long Jump Module. When you get to the third platform, you'll need to look below for the rising discs. Work your way down from disc to disc, taking your time and making sure not to misjudge a jump.
- When you get all the way down, go to the edge and walk off to one of the long arm protrusions. Climb up and enter Map 14B through the hole behind the healing pool.
- Inside Map 14B your goal is to activate all three crystal mechanisms. Smash the small cage with the firely creatures in it, and they'll activate the crystals for you. With all three lighted, the portal to Chapter 15 will appear.

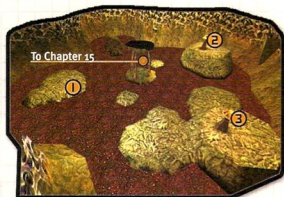


Use your Long Jump Module to get from platform to platform.

14a Entrance To Xen



14b Inside Portal Area



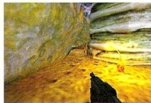
Once inside this area, you'll approach three small crystals that are activated with the "Use" button. With all three of them activated, smash the small grate around the little firely creatures. After a few seconds, they'll fly into their respective slots opening up the portal to Chapter 15.



Remember the gravity is much more "floaty," so you can walk off instead of jumping.



Don't forget about the limb-like structures protruding out from the mainland.



The entrance to Map 14B is very easy to miss. Look behind the healing pool for it.

GONARCH'S LAIR

Fighting the Gonarch

• Your only goal in Chapter 15 is to defeat the Gonarch. Use the stat chart along with the numbered walkthrough (below) to help you defeat him.

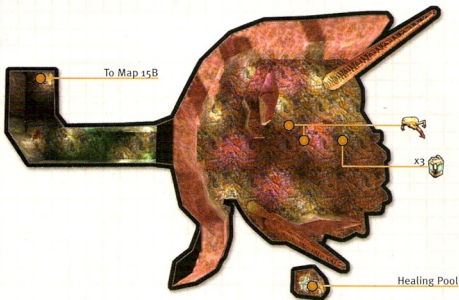
Enemy Stats

Name: The Gonarch
Health: 3,150
Damage Dealt (kick): 60
(acid): 120
Movement Speed: Average
Speed of Attack: Average
Rate of Attack: Average

Prime Weakness:

Attack the eggsac, using a variety of weapons so as not to waste any one type of ammo in particular. The key to winning this battle is ammo conservation, weapon selection and smart strafe 'n dodge techniques.

15a Gonarch's Lair A



Phase I

• Immediately upon starting this area you'll be thrown into combat, so it pays to have your strategy setup before you even enter this level. As such, it helps to read this section before fighting. Have a save game ready in case you screw up (which you will).

• First, make sure you have a decent array of weaponry to start with. You're going to be using a little bit of everything here, mainly because it's a VERY bad idea to run any one type of ammo all the way down to zero. On the flipside, don't be completely afraid to use your best and most powerful weapons like Combat Rifle Grenades, Satchel Charges or even your coveted RPGs to get past its first mode.

• The secondary Tau Cannon is without a doubt the most powerful and effective attack against the Gonarch. One full-powered blast directly into the eggsac will send him running. Just remember that you have



Hide behind these formations if you need a safe haven.

only 100 cells (max) that you can play with, and there's still two more phases after this one to deal with.

• Again, if you haven't already noticed, its eggsac is the weak spot. Never aim for the protective shell or legs because they are virtually invulnerable to any attacks.



If you take too much damage, long jump to this healing pool.



One supershot with the Tau Cannon sends it running.

• If you start getting swamped with mini-Headcrabs spawned by the Gonarch, it means you're working too slow. The longer you take to dish out damage, the more time it has to spawn mini-Headcrabs. The one thing you can do to kill them is to get into a crouch position and do 360-degree



Leave these Battery Packs until the END of Phase I.



En route to Phase II, make sure to stop and get these items.

spins as you swing your Crowbar. You'll take minimal damage while killing every single one of those little buggers.

• When you deal enough damage, the Gonarch will run into the cave and progress into Phase II.

• One of the best techniques to get through this chapter with the least amount of damage taken and the most ammunition saved is to simply play it twice in succession. Granted, it's a tough fight, but if you don't come through this battle with a decent supply of ammo you could be in big trouble for Chapter 17.

Phase II

- There's a cave-in as soon as you pass the halfway point of this hallway, so there's no turning back. On your way in, make sure to collect all items and Battery Packs. With no place to hide, the key to this phase is dealing out massive damage quickly. And since it's such a confined space, Satchel Charges and Grenades should do the trick. Three of each combined with some rifle fire should get it running into the small chasm below.

- When it hops over the edge, try and get a few Grenades underneath it before you follow. You'll know it's severely weakened when you see it enter the running animation. It won't be able to move on until you drop down. If you accidentally dropped down immediately, you'll see how it quickly smashes you into a pulp.



A well-placed Satchel Charge does massive damage to the underside of the Gonarch. A few of these gets it running.



When it drops down into this chasm, don't follow. Instead, drop three to five Grenades to weaken it before descending.

Phase III

- If your health is solid and you've saved some cells for the Gluon Gun, this phase should be the easiest yet. Get underneath the web-like floor structure and blast directly up and into the eggsac with something powerful. The Gluon Gun *really* shines in this sequence. It's going to take quite a bit of damage to get the Gonarch to drop down to the floor near you, so keep it concentrated for a good five to six seconds.

- When it does drop down, immediately switch to your Combat Rifle and finish it off with the Grenades. You should have at least five left, and if not, go ahead and pick up the Ammo Pack near the Battery Packs. When you see it begin to collapse, let off and immediately go into a crouch position with your Crowbar. This will take care of the 2 million mini-Headcrabs that are chipping away small bits of health. Before you enter Chapter 16, refill at the healing pool inside the exit passage.



The Gluon Gun really rips this phase up. If you've got a solid aim and can hold the beam on target for about five to six seconds, it's all over for the big G. Make sure to collect the goodies before leaving.



When the Gonarch finally crumbles, its body will create a passage to Chapter 16. If you can catch the small inner ledge of this passage before entering the portal, you'll be treated to a bonus healing pool.

15b Gonarch's Lair B

From Chapter 13

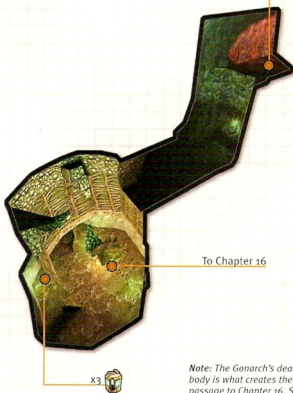
From Map 15A



Note: If you walk on the center "grated" area, you'll fall to your death. Please don't do that. ^_ ^

15c Gonarch's Lair C

From Map 15B



Note: The Gonarch's dead body is what creates the passage to Chapter 16. So like, you can't go until it's dead.

INTERLOPER

Dangerous Heights

• After finding the secret passage and riding the pedestal to the top of the area, you'll basically need to work your way down using the various floating platforms. When you have access to one of the alien planes, jump aboard and ride it straight to the exit.

Caves 'n Caverns

• Map 16C is a straight shot to the exit, with the only real problem being the Gargantua in the center cave area. If you have the will, you should probably stock up on all of our labeled Battery Packs. The trick to avoiding the Gargantua is to fake it out and hide where it can't see you. Use the small alcove right above the main exit to its lair and it'll walk right under you. When you see the opportunity, quickly jump down and dash for the exit.



After crawling all the way to the end of the secret passage on Map 16A, you'll find this wall. Knock on it with your Crowbar and the pedestal will lower itself. Climb in and you'll have access to the highest point on the map!

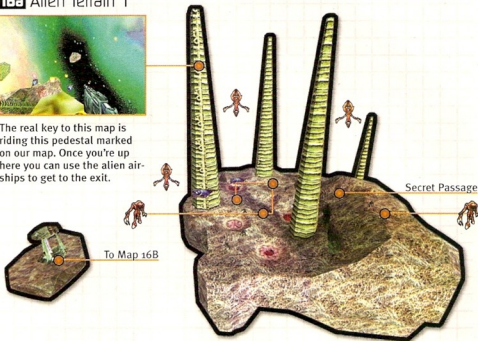


The trick to sneaking past the Gargantua is to hide in the small alcove up above this cave. (See brown circle.)

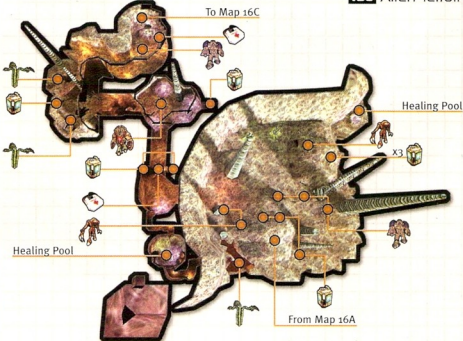
16a Alien Terrain I



The real key to this map is riding this pedestal marked on our map. Once you're up here you can use the alien airships to get to the exit.



16b Alien Terrain II



16c Manufacturing Area I

From Map 16B

To Map 16D

Healing Pool



Aliens At Work

• The key to Map 16C is to not fire at any of the Vortigaunts. As long as you don't hostile them, they won't hostile you. Use the telescoping platforms to get up to the conveyor belt, and ride it over the edge. This will take you right into Map 16D.

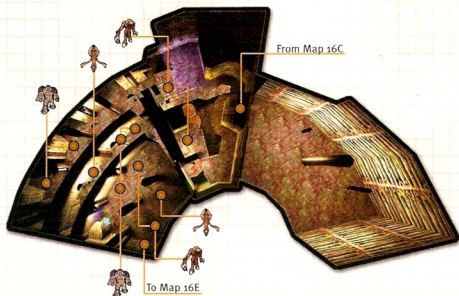
• This map is one huge fire-fight from start to finish, but your main goal is to save your heavy-hitting weapons for the important boss battle ahead. Try and get through using as many Laser Mines, Satchel Charges and Grenades as possible, mainly because those weapons are completely useless against the final boss. Once past the tubs and tubs of Alien Grunts—for which those

Satchel Charges work wonders—simply crawl into the small red vent and work your way to Map 16E. The Xen Masters usually pose most of the problems here, so keep your Combat Rifle handy, making sure not to bring it down to critically low ammo levels. Any of the three holes in the red vent leads to the same place.

16d Manufacturing Area II

From Map 16C

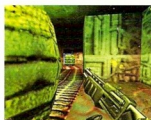
To Map 16E



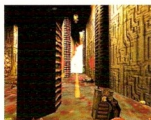
Don't break open any of the Alien Grunt Tanks when exploring this area.



The key is to press as far forward as possible so as not to fall into the liquid.



The conveyor belt supplying the Alien Grunts leads to the next area.



Get a few Satchel Charges in place before you light up this hallway.



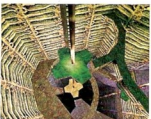
Any of the three vents in the picture above leads to Map 16E.



The secret passage on this ledge leads to an entirely new area filled with goodies.



Although you'll face more than a few Alien Grunts, the benefits in this secret area payoff.



Use these rotating platforms to ride all the way up to the top of this shaft.

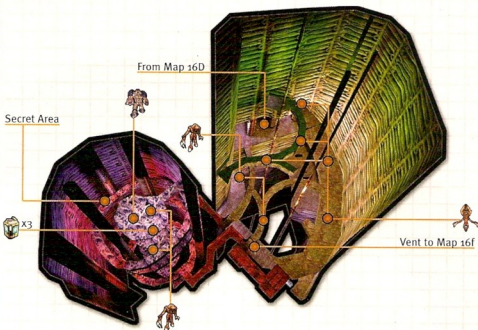


After riding the second platform, make a leap toward this portal to get to Map 16F.



When you're ready, take this portal to the Nihilanth.

16e The Shaft



The Final Approach

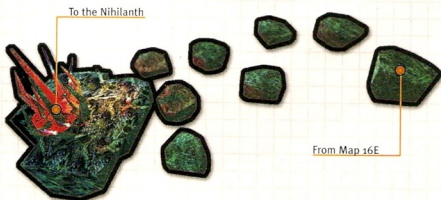
• Map 16E is another all-out brawl, but this time it's comprised of almost 100 percent Xen Masters. The most important thing to know here is that they continue to re-spawn no matter how many of them you destroy. Sure, they'll go away for a few seconds and you'll think you've killed every last

one of them. Of course, a few seconds later they're throwing their goofy little fireballs right back at ya. If you've reserved your Combat Rifle ammunition up until this point, now is a great time to bust it out. As you're working your way up the telescoping platforms, just make sure to glance up above your head every once in a while to check for Xen Masters.

• Don't forget to stop off in the secret area to do some refilling before heading to Chapter 17. You'll find ammo for every weapon you've got, along with plenty of Health and Battery Packs as well.

• Map 16F is really not a problem. A few short hippy-hops and you're in Chapter 17.

16f Portal To Nihilanth



NIHILANTH

The Final Battle

(Note: This area doesn't have a map because 99 percent of this level takes place in one room. Please check our subsection below for information relating to the various chambers as a result of the Nihilanth's teleporter attack.)

- We're telling you flat out that this *WILL* take all the fun out of finding out how to beat the Nihilanth on your own, but then again, that's what this section was designed for. Let's get to it!

Tactics

- The first thing you'll need to do is to destroy the three green energy crystals as detailed in our picture to the right. This cuts off the Nihilanth's ability to heal itself. Second, you're going to start pummeling its forehead area with the best weapons you've got. Let loose with your RPGs, .357 Magnum, Crossbow and especially the Tap Cannon. It's really just a

Enemy Stats

Name: The Nihilanth
Health: 800
Damage Dealt
(energy ball): 30

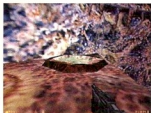
	Mov. Speed	Attack Speed	Attack Range
Very Fast	N/A		
Fast			
Average			
Slow			
Very Slow			

pummel fest until you see its head peel open from the top. When it does this, it's time to hit the jump-pads and take aerial shots from above. A few moderately powered shots, or one highly damaging shot will finish the creature off for good.

- You'll know you've won when you see the Nihilanth go into its final explosion animation. Give yourself a pat on the back for a job well done!



There are three of these "healing crystals" hanging from the walls in the main chamber. Destroy all three before attacking the creature itself.



On the upper ledge of the main chamber you'll find a healing pool. (Note: You can't take falling damage in this room because of the water, so use this pool often.)



The standard energy ball attack is easy to dodge using the larger pillars scattered throughout the chamber. Just make sure to always stay close to one.



With the crystals gone, you can judge the Nihilanth's remaining health by the number of small orbs over its head. When it's very low, the head will peel open.

Teleportation Attacks

If you've at all mastered the art of strafing and hiding, you can complete this entire battle without being hit by one of the Nihilanth's teleportation attacks. When you see the slow-moving green ball, just use the larger-sized pillars to absorb the shot. Then when it's clear, pop back out and begin firing at the Nihilanth once again. If you do get zapped with the attack, you'll be taken to one of three different places in the following order:

- 1 The first time you're zapped, you'll be taken to the tall shaft-like room full of Xen Masters. Work your way to the top and jump through the portal to exit.
- 2 The second time, you'll go to a similar style room, with small rocks used to take you up to the portal.
- 3 Every time thereafter, you'll be taken to the large plateau/water area. This is, by far, the best area as far as goodies and health goes, but it also means you'll have to get through the other two annoying areas first.



Make sure to whack the Xen Masters before even attempting to climb out of this hole.

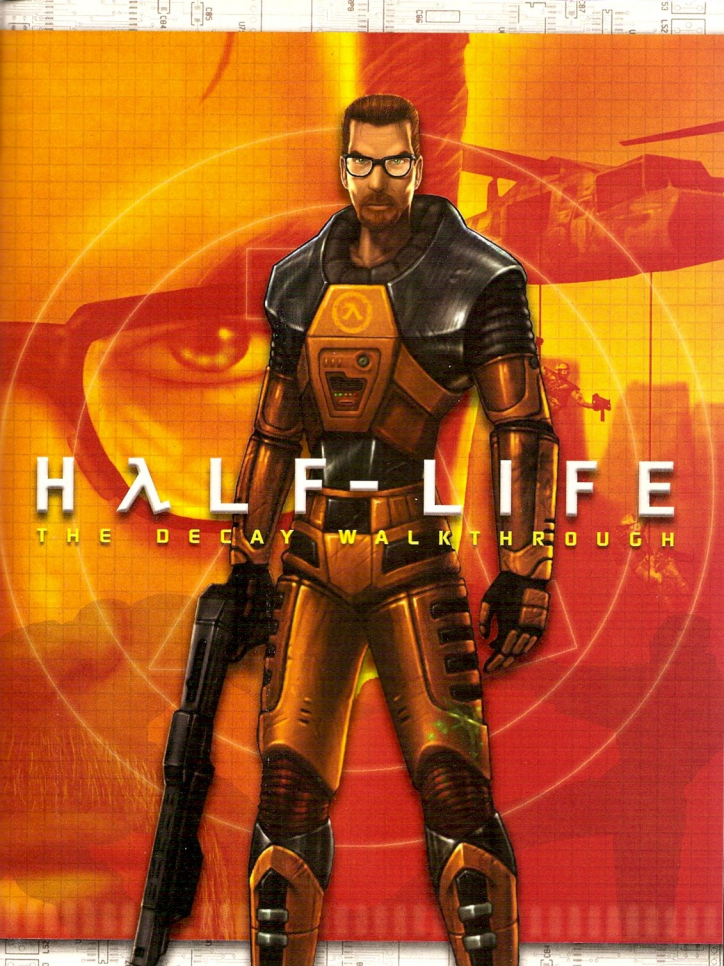
Multiple Endings?

There are two completely different endings to Half-Life, both options occurring at the very end of the game. We won't spoil the differences between the two or what happens in each one, but we will suggest that you make a save game and at least check it out for yourself...

Ending 1
Stay in the rail car and don't exit.

Ending 2
Exit the rail car and enter the portal.





HALF-LIFE

THE DECAY WALKTHROUGH

DECAY

[Introduction]

This section is designed as the quick walkthrough for the bonus game to Half-Life, Decay. Before we get started with the walkthroughs themselves, there are some VERY important things you'll need to read first. Check them out below, and then continue with the walkthrough.



Gameplay Overview

Each mission has a definite "Beginning" and "End" to it, whereas Half-Life was really just one huge quest. This has a pretty big impact on what you're doing mainly because so many little game-play elements that worked in Half-Life won't work anymore. Here's a list of the more important gameplay changes:

- ❶ No more backtracking. The mission-based structure makes it impossible for you to leave stacks of goodies that you come back for later.
- ❷ All health, weapons and items will NOT carry over to the next mission. On the good side, you will get an automatic

health and items refill for the next stage.

- ❸ Most of the time, there's a big gap in between one mission's ending and the next mission's beginning. It's quite different from Half-Life, so don't feel like you've missed anything.



From here on out, you're going to have to pick up items when you see them. No more "oh I'll come back for that later when I really need it" situations.



Make sure to take advantage of both players in co-op mode (or even in one player mode) by using them to cover one another in combat.



Character Switching

You can play Decay with either one player, or with two players in split-screen mode. With one player, you'll have control of both characters by using the "Select" button to switch between them. In two-player co-op, the tactics it's basically you and your pal kicking butt so there's not much advice needed. With the AI character, we thought you'd need a little help, so here are some tips when controlling both characters:

- ❶ The AI character will not move from the position you plant her, but she will defend herself if enemies appear. Unfortunately, there's no commands or controls to keep her from switching weapons or wasting ammo.
- ❷ The AI character has average aim, so don't expect to pop her in a room and then go

hide with your character. If either of you die, the mission ends.

- ❸ If you ever get in a jam, or you're not sure what to do next, try switching characters to see what other options you might have. Try and think as a team and you'll usually see the solution naturally.



Dr. Colette Green



Dr. Gina Cross



Grading System

- Your grade is awarded in a relatively standard fashion. The less damage you take (Wounds), the better your accuracy (Accuracy) and the more enemies you kill (Kills), the better your grade for each mission. The grades given are A through D, with A being the best. There is no F grade, although failing the mission is an F grade in and of itself.
- An important tip to remember about grading is that you can always get through the mission once just to complete it, and then come back to try and score an A grade later. Doing both on your first shot is going to rough.
- It may seem as if one stat is much more important than the others, but this isn't entirely true. You see, for some missions Accuracy is the most important factor, and for some missions Wounds is the most important factor. Use our "Making the Grade" sidebar to see where improvements can be made.

CURRENT SCORES			
Accuracy	10%	54%	
Kills	16	4	
Wounds	5753	12	
Grade	C	C	

As you can see in this picture, sometimes even ridiculous amounts of wounds and horrible accuracy won't give you a "D" grade. In this case, our kills made up for it.

HIGH SCORES			
Accuracy	67%	72%	
Kills	15	24	
Wounds	225	228	
Grade	A	A	

On some missions, mediocre scores on Accuracy, Kills and Wounds will still get you the A grade. It really depends more on the mission than the individual stats themselves.

DUAL ACCESS

Quick Stats

Goal: Monitor the anti-mass spectrometer and deliver anomalous materials to Dr. Freeman.
Difficulty: Easy
Time To Complete: 15 minutes

New Weapons



Enemies



Mission Walkthrough

- As the mission begins, you'll need to bring both characters up to the front security gate and be admitted to the Black Mesa facility. Once inside, bring each character (one by one) into the security coding area. After a quick body scan you'll be good to go. Continue on through the facility, and onto the elevator. (*Note: It won't move until both characters are onboard.*)
- When you arrive in the lab, talk with Dr. Keller and Dr. Rosenberg. After the quick discussion it's time to send Dr. Cross to the loading bay.
- Activate the loading button to raise the anomalous materials sample from the cargo bay. When you attempt to push it into the loading dock you'll find that it's been jammed,

and you need to run out into the Test Chamber to clear a Crowbar from the gears.

- Dr. Green should be on the second floor of the Test Chamber at this time, activating both the power and the percentage levels for the anti-mass spectrometer. With the Crowbar cleared and the system powered up, you're set to go.
- After the "incident" (which we won't spoil for ya), it's time to get the heck out of there and work your way back to the control lab. Remember that if one of your characters starts to get low on health, you can always switch to the other one.
- Complete the level when both characters reach the control lab and enter the elevator with Dr. Rosenberg.



Use the character switch and bring both Gina and Colette over to the main door.



The first little pow-wow with Dr. Keller and Dr. Rosenberg should go smoothly.



Dr. Cross should head below to push this sample into the loading bay.



Shortly after loading in the sample, Dr. Cross should clear this machine.



Dr. Green should be upstairs, activating both the power and percentage ratios.



This door will only open halfway, letting you crawl out from the test chamber.



When the experiment goes awry, get the 9mm Pistol from this dead security guard.



When you make it back to the control room, enter the elevator to complete the mission.

MAKING THE GRADE

This mission is extremely easy to get an A grade on, but here are some tips in case you're having trouble.

Accuracy

Although it seems silly, a swing and a miss with your Crowbar counts toward your accuracy rating. Just remember that when fighting those Headcrabs.

Kills

Anything above 20 kills is fine for this level. There's easily twice that in the level, so this shouldn't be a problem.

Wounds

Although it's pretty ridiculous to take any wounds on this level, try to limit your damage to around 35 or less.



To improve accuracy, attack from close range and aim for the body.

HIGH SCORES

Accuracy	81%	100%
Kills	21	12
Wounds	29	0
Grade	A	B

Remember that only one character needs to get an "A" to unlock the secret 10th mission.

HAZARDOUS COURSE



Quick Stats

Goal: Escort Dr. Rosenberg to through the training area to the surface.
Difficulty: Easy
Time To Complete: 15 minutes

New Weapons



Enemies



Mission Walkthrough

- Follow Dr. Rosenberg up to the broken elevator, and when he opens up the shutters, go ahead and bring both characters through the Hazard Course. (Remember that you can jump through the windows in the subsequent Hazard Course rooms.) When you approach the last room in the series, take the ladder down below.
- Have one character enter the security override control room and activate the button while the other one runs through the hallway past the Gun Turrets. When the second character gets past the Turrets, you can have her turn off the power for the hallway by accessing the switch behind the fence. This section is impossible to complete without using the character switch.
- After blasting your way through the target range (just hit all the targets and the door will open), enter the sewer area. Have one character temporarily turn off the fans while the other sneaks past them and out to the next room. The large power switch in the next room doesn't shut off the fans, but rather redirects the power flow in the opposite direction.

Flip it and the other character should have no problem getting through the sewer area. Also grab the Shotgun on the wall (there's one for each character).

- In the next room you'll find a manual pump that needs to be operated. You can either have one character run from side to side alternating the pump switches, or simply position one character by each lever and press the select button after each switch is activated. The latter method is easier, especially because whoever isn't doing the pumping will be shooting the enemies that war in during the process. When you can pump no more, climb the ladder and enter the elevator through the top hatch.

- The final part of this mission is getting Dr. Keller past the Gun Turrets and into the rail car area. Basically you're going to blast the two Gun Turrets with your secondary Shotgun attack, and then get both characters up near the security door. When you arrive at the rail car, the mission is complete.



After finding out the elevator is broken, jump out the newly opened shutters.



This power controller shuts off the fans so the second character can pass the sewer area.



Have Gina activate the security override while Colette dashes through the hallway.



These pumps need to be manually operated. When you're done, climb the ladder.

IMPORTANT! For some reason, Dr. Rosenberg doesn't move when the Mawman comes out from behind the security door. Anticipate it being there and shoot it right away. If you don't, Dr. Rosenberg will die and you'll have to do the mission all over again.



If you get past the last group of Gun Turrets, the mission is complete.

MAKING THE GRADE

The key to this entire level lies in effectively dealing with the various Gun Turrets. If they shred you up even once, your wounds rating will be ruined.

Accuracy

Just be careful not to waste rounds on Gun Turrets. Get clean shots on the few normal enemies that appear and you'll be set as far as Accuracy goes.

Kills

There aren't many enemies in this stage, so kill everything you see and you should be fine.

Wounds

If you can keep Wounds to under or around 50, an A rating shouldn't be a problem even with mediocre scores on Accuracy and Kills.

CURRENT SCORES

Accuracy	41%	39%
Kills	14	17
Wounds	135	1819
Grade	B	C

As you can see, even with as low as 41% accuracy you're still in the B range.

HIGH SCORES

Accuracy	69%	68%
Kills	16	17
Wounds	108	36
Grade	B	A

To get up into the A range, keep the Wounds under 50 if possible.

SURFACE CALL

Quick Stats

Goal: Help Dr. Rosenberg establish an uplink with the outside world.
Difficulty: Moderate
Time To Complete: 20 minutes

New Weapons

N/A

Enemies



Mission Walkthrough

- Dr. Rosenberg needs to get inside the complex, and the best way to let him in is by entering the door clearly marked Satellite Operations. Skip the alignment valve for now, you'll need it later.
 - Work your way through the complex, fighting Vortigaunts with the same techniques that you've used in the past. Try not to progress too far at any one time, which prevents Vortigaunts from spawning behind you and getting in a surprise attack.
 - Your first puzzle is getting past the group of explosive barrels nudged in between the unbreakable crates. Since they can't be destroyed by traditional means (i.e. blasting, bombs, smashing), you'll need to break the two boards blocking the cart, and then activate the button that sends the cart blazing into the barrels. This clears a path in no time.
 - When you arrive in the room with massive toxic waste leakage, switch characters and get them both in position for some teamwork. Here's the method in getting across with no damage taken:
- 1 Put player one on top of the first cart, and have the second

player activate the button to move it.

- 2 Player one should now be next to cart number two. Have her jump off and rest on the cement while the other character brings cart number one back into position (hit the same button again).
 - 3 Player two should now jump on cart number one, and player one should activate the second button which gets the second cart moving. As it crosses player number two, switch characters and jump from cart to cart.
 - 4 Player number two should send cart number three all the way back to player number one, and then have player one jump off halfway and head back for the alignment valve.
- Work through the next area and make sure to kill EVERY Vortigaunt you encounter outside. If you don't, they'll zap Dr. Rosenberg as you let him into the control complex. When you both get up to the controls, switch characters and align the satellite using the control valve. You'll know when you've got it right because the console will light up green.
 - With the satellite aligned, activate the switch and complete the mission.



Begin by ditching Dr. Rosenberg and heading straight into Satellite Operations.



The toxic waste in this room is especially damaging. Do NOT touch it for even a second.



Have your second character activate the satellite uplink after chatting with Dr. R.



Use the switch to send the cart plowing through this wall full of explosives.



When you arrive at the control center, open up the door and let Dr. Rosenberg in.



With the satellite uplink established, Dr. Rosenberg can activate communications.

MAKING THE GRADE

There are LOTS of Vortigaunts in this stage, and because of that, this is one of the harder missions to get an A grade on.

Accuracy

This isn't the problem statistic. Be responsible with your Shotgun spread and you should be fine.

Kills

Anything over 25 is respectable for the A grade, although you can get by with less if you take very little Wounds.

Wounds

This is the real problem. Use the remarkably effective yet super cheap "retreat and destroy" technique. Draw Vortigaunts out one by one, using corners as shelter.



We used the 9mm Pistol to drop Vortigaunts quickly and accurately.

HIGH SCORES

	A	B
Accuracy	92%	100%
Kills	28	31
Wounds	114	0
Grade	A	B

If you look closely you'll notice that our B grade is technically superior to our A grade.

RESONANCE



Quick Stats

Goal: The rift between Earth and the alien world is widening. Reset the dampening fields.
Difficulty: Moderate
Time To Complete: 15 minutes

New Weapons



Enemies



Mission Walkthrough

- After listening to Dr. Keller, head out through the main exit with the Shotgun. Right off the bat, you'll have the chance to fill up on HEV Suit power if you wish. Take note however, if you do decide to power up, three Vortigaunts and some Headcrabs will spawn in that wouldn't normally be there.
- Work your way to the vent with the shorted out wire from the nearby door. The trick in getting through this unscathed is to blast out the grate before you attempt to crawl through. Creep all the way to the very edge of the desk, flip the switch, and then bolt for the passage. You'll have just the correct amount of time to get through, but if you get caught up inside the vent when the electricity goes back on you'll take serious lightning damage.
- Grab the .357 Magnum inside the security office, and flip the security override switch. This will let player number two get up to your current position. Head up the stairs when you're ready.
- Both characters should enter the dampening locks area, with one character turning the lock while the other one takes

care of the enemies that spawn as a result of the locks being turned. (Remember that it takes two full revolutions of the handle to completely activate each lock.) When you're done with both locks, the security door (back downstairs) should be open. Wrap around past the main center office area and up the next flight of stairs to a room filled with Alien Grunts.

- Throw every Grenade you've got at the Alien Grunts, trying not to let them lock on to you for very long as you strafe in and out of the exit hall. Once it's clear, smash open the grate on the northern wall and bring both characters into the control area.
- The trick to this end sequence is to place the stronger of the two characters outside (whoever has more HEV Suit power and health), and have the second character add support from the inside. Just blast out the glass in advance. Turn the dampening lock in one big twirl (two complete revolutions), then retreat to the small entrance hall and fight off the Xen Masters until Dr. Keller says everything is all clear.



You'll need to activate this switch and get through the vent VERY quickly.



Oh and like, don't miss the .357 Magnum inside the armory.



Have one character enter this area while the other activates the control panel.



If you've got some Grenades, now is a good time to use 'em up.



Have both characters up top when you reset the dampening locks.



After the final lock is set, this hallway serves as a great shelter from the Xen Masters.

MAKING THE GRADE

One of the hardest missions for both Accuracy and Wounds. Use our little Versus™ trick and you're set.

Accuracy

In order to fulfill all three of the requirements for this level, it's best if you have one character play through all of the easy sections, knowing that character is

the one going for the "A" rating. Have the other character the role of the dummy, dealing with the tougher end sequence and also the dampening lock sequence.

Kills

Refer to the Accuracy section for details.

Wounds

Same as above.



If you're using the Shotgun against Mawmen, only use it from point blank range.

HIGH SCORES

	99%	100%
Kills	66	23
Wounds	45	5
Grade	A	B

Keep the Wounds under 150, and Kills over 25. This snatches an A no problem.

DOMESTIC VIOLENCE

Quick Stats

Goal: Locate a security guard who knows the satellite signal codes, and bring him to Dr. Keller.
Difficulty: Moderate
Time To Complete: 25 minutes

New Weapons



Enemies



Mission Walkthrough

- As you get off the rail car, crack the glass and activate the button to unlock the first security door. Once both characters pass the security scan, follow the blue line toward the Aquatic Center and into the second security booth. (You should have plenty of time to activate the button and get through with only one character, but if you're having trouble, just use the second character to activate the button while the first walks through.)
- Dash past the employee lounge area filled with Vortigaunts, and eventually over to the pool area. There's a bonus Health and Battery Pack located behind the seats alongside of the pool, so don't miss 'em. With both characters in the pool area, have one of them serve as a stepping stool so the other one can climb up and enter the vent as shown in the picture to the right.
- Crawl through and unlock the fenced door for the second player, and bring both players up into the rafters using the ladder. When you drop down into the cafeteria you will be engaged by four human Grunts with Combat Rifles. The best technique is to roll one

Grenade down into the room before you jump out of the vent. That way when you land, you'll automatically pick up the Combat Rifle.

- Continue down the steps and into the next employee lounge area. Instead of being filled with Vortigaunts, this time it's full of human Grunts. Don't be afraid to use up your Combat Rifle Grenades to get through this area. Access the next few security panels, and then go up the flight of stairs near Dr. Keller's rail car. (Note: Dr. Keller can be found through the door marked Dormitories North 3.)
- Your final battle is to eliminate the entire group of human Grunts that have the library locked down. The security guard will NOT leave his little cubbyhole until every guard is dead, so it's best to use the "run in and draw out" technique.
- With all of them gone, go back and talk to the security guard one last time. He'll follow you back to Dr. Keller in the rail car, and the mission will be complete.



Activate the security door switches and then quickly jump out and pass through.



You can either drop down with guns roaring or try to take out a few with Grenades.



We found it best to lure out small quantities of Grunts instead of fighting on their turf.



Use one character as a stepping stool for the other one as you enter this vent.



Grab the Combat Rifle from the first dead Grunt and start launching Grenades.



With every Grunt incapacitated, this security guard will run back to Dr. Keller with you.

MAKING THE GRADE

This is a difficult level, mainly because of the introduction of human Grunts. Absorb one volley of fire from a Gun Turret and your grade is ruined.

Accuracy

As long as you're not sporadically dumping 50-rd magazines through the Combat Rifle, Accuracy should not be a problem.

Kills

There's plenty of enemies on this stage, just be sure to have one of your characters go over 35.

Wounds

Keep this rating under 100, possibly 75 if your other ratings are only mediocre.



Combat Rifle Grenades work wonders for Accuracy while reducing Wounds. Use them.

HIGH SCORES

	87%	100%
Accuracy	87%	100%
Kills	48	15
Wounds	60	0
Grade	A	B

As you can see, even with zero Wounds and perfect Accuracy, Kills are the deciding factor.

CODE GREEN



Quick Stats

Goal: Upload the satellite signal codes before the delivery rocket launches.
Difficulty: Moderate
Time To Complete: 20 minutes

New Weapons

N/A

Enemies



Mission Walkthrough

- Before heading into the complex, crack open all the boxes and grab the assorted goodies. There's some good stuff including a few Battery Packs and some spare Health Packs. When you're ready, send one character in with the Combat Rifle to clear out the room with Barney, and the other one into the secret passage shown in the screenshot to the right.
- When you find the door that just doesn't seem to open no matter what you do to it, go ahead and switch to the character inside the secret passage. If you crawl deep enough into the tunnel, you'll be able to look down into the room with the blocked door and blast the box that's preventing it from opening. With that out of the way send in your first character

and shut down the security system. With all the doors now unlocked, go ahead and let the character trapped inside the elevator shaft back in.

- Fighting the Osprey is best done with one character (or with a human controlled friend), because if you use an AI character, it will probably die and you'll fail the mission. Basically you're going to pump as many Grenades and Combat Rifle rounds as you can directly into the engine area of the Osprey. After several good hits, you'll down it and you can progress down into the next building.

- Have one character activate the security system while the other one gets inside the control room and uploads the satellite signal codes. When you get the green light, it's mission complete.



You're best off just jumping in with a few Grenades to rock these Grunts' world.



Indeed, the secret passage is hidden right near your starting point.



From this perspective you can clear away the box that's blocking the doorway.



Once you've reset the power, go ahead and let the other character back into the mix.



When you're fighting the Osprey, try and aim for the engines right below the rotors.



Use both characters to cover one another as you move forward.



Have one character sit in this room while the other runs for the main control booth.



You can only activate the Traffic Control System if the security switch is ON.

MAKING THE GRADE

The Osprey is the big deciding factor is whether or not you do well on this stage. Just remember to aim at the engines and you'll do fine.

Accuracy

Luckily, the designers knew you'd be wasting a lot of bullets fighting the Osprey. As long as you keep your score reasonable (above 50%) you should be fine.

Kills

Again, depending on how quickly you take down the Osprey. If you give it time to spawn more troops, you'll get more kills.

Wounds

Anything under 150 is good, and under 100 is almost perfect.



Don't be afraid to waste a few bullets if you know you'll save some Wounds because of it.

HIGH SCORES

Accuracy	67%	72%
Kills	34	28
Wounds	80	116
Grade	A	A

Keep the Wounds under 150, and Kills over 25. Taking out the Osprey helps immensely.

CROSSFIRE

Quick Stats

Goal: Get to the displacement beacon, and manually raise it into place.

Difficulty: Moderate

Time To Complete: 20 minutes

New Weapons

N/A

Enemies



Mission Walkthrough

- Start off by turning the valve to open up the gates, and then jumping down into the canal and following it all the way to the very end of the area. When fighting the Grunts in this area, it really helps to know where they are. Just play the section two or three times and you'll find out exactly where each one is.
- When you get up into the steel hallway structure, you're going to have the longest stretch of straight-up fighting is this entire game. You'll basically be walking for the entire mission, blasting your way through room after room of human Grunts and alien Vortigaunts.
- When you get to the area with the broken steam pipes you'll need to have both characters. (Note: If you haven't been tagging along with your second character, now is a good time to go ahead and bring them up into position.) To get past the leak without taking serious damage, go ahead and have one character activate the pressure valve while the other one hops on the ladder and climbs up. Have the second character activate the switch up top (on the large

machine device) and then have the first character climb up as well.

• Once past the steam pipes, there's a few more rooms full of Vortigaunts and Grunts before you finally make it to the displacement beacon itself.

(Note: In the room with the explosive canister, try not to accidentally shoot it or throw a Grenade near it. If you can push it near the grated wall and then blast it, you'll find three secret Battery Packs.)

• When you arrive at the beacon, have one character get on the platform while the other one operates the controls to lift it. After dealing with the few Vortigaunts that spawn in, hop over to the pipes to your right and walk them all the way to the end. Up near the very top of the room you'll find a pressure release valve. Before turning it, take the character down below and move her completely away from the control area. When she's clear, turn the valve and debris will fall down creating a new passage.

• Jump down in the passage and operate the manual crank to raise the displacement beacon all the way to the surface. When you get the call from Dr. Keller, the mission is complete.



Keep something powerful like the .357 Magnum equipped as you pass through the sewer.



Have one character release this valve while the other sneaks past the steam leak.



After following the pipes all the way up you'll find this valve which causes the cave-in.



Make sure to take out even the sniper Grunts as you move through the hallways.



Place one character on top of the platform while the other one operates the lift controls.



Since the power is gone, you'll need to raise the platform manually with this switch.

MAKING THE GRADE

The hardest part about this level is dealing with the sheer number of Grunts. You figure even if one out of five gets in some damage, it still adds up toward the end.

Accuracy

Shouldn't be a problem keeping it up in the 85-90% range. Use the .357 Magnum for Vortigaunts.

Kills

If you have one character sweep through the entire mission, Kills will not be a problem.

Wounds

Keeping the Wounds under 100 is tricky, but if you use our solution to the Steam puzzle above, you should be fine.

HIGH SCORES

Accuracy	90%	83%
Kills	36	5
Wounds	84	52
Grade	A	B

As you can see, Kills really made the difference in going from a B to an A grade here.



Combat Rifle Grenades work extremely well in reducing the amount of damage you'll take.

INTENSITY



Quick Stats

Goal: Activate the beam matrix to power the displacement beacon.

Difficulty: Moderate

Time To Complete: 15 minutes

New Weapons

N/A

Enemies



Mission Walkthrough

• Begin by getting both characters into the elevator with Combat Rifles equipped. Have your primary character—the one who's making the run to the laser control room—switch to Shotgun, and use it for pretty much the entire level. Its

overwhelming ability to chop down Mawmen and Vortigaunts makes it the weapon of choice for this mission.

• When you get to the laser control room, you'll have what is probably the most difficult puzzle in Decay. Here's the solution:

ACTIVATING THE CRYSTALS

• You'll need one character in the control room, and the other one down below near the crystals. Have your first character shut all the lasers off, and then walk your second character down into the crystal area and lower all three deflectors. With all the deflectors down and all the lasers off, follow these three steps to complete the puzzle.

- 1 Activate the **Red** and **Blue** lasers to make: **PURPLE**.
- 2 Raise up the first deflector shield (closest to the laser generator) and activate the **Yellow** and **Red** lasers to make: **ORANGE**.
- 3 Raise up the second deflector shield and activate the **Blue** and **Yellow** lasers to make: **GREEN**.

• With all three crystals activated, raise up the final deflector shield and light up all three lasers to make the final activation beam. You'll know you've set it off when you hear the sharp crunch and the aliens start warping in.

• After activating the laser, get both characters back to the elevator (where you started) and take it back up top. There's two Alien Grunts in the final hallway on the way to

meet Dr. Keller, so it's best to throw in your secondary character to soak up damage. This way you'll prevent them from ruining an otherwise perfect run.



Don't be afraid to go point blank with the Combat Rifle—it cuts down enemies quickly.



When you're in the lab area, avoid the toxic waste by using the nearby tables.



Use our chart to the left to figure out what sequence you'll need to hit these switches.



Each mirror panel has its own control panel. Switch characters when activating them.



Activate all three colors, then switch on the main laser and activate the white beam.



After activating the laser, you'll need to run one character back to activate this security door.

MAKING THE GRADE

After activating the laser, it's best to have your secondary character catch up to the first and take the brunt of the damage on the way back.

Accuracy

If you keep your combat limited to mostly close range skirmishes, you shouldn't have a problem keeping it over 80%.

Kills

There's about 60 enemies in this stage, so if you can kill 30+ with one character, you're set.

Wounds

Again, keep your main character (the one with all the Kills) out of as many Alien Grunt battles as possible. Have your secondary character fight them as much as possible.

HIGH SCORES

	92%	74%
Accuracy	39	19
Kills	0	87
Wounds	A	B
Grade		

Although we had no Wounds in our best run, as long as you keep them under 50 you're fine.



These two Alien Grunts in the final hallway can ruin an otherwise perfect run.

RIFT



Quick Stats

Goal: Use the displacement beacon to initiate a reversal, and protect it at all costs.
Difficulty: Very Hard
Time To Complete: 15 minutes

New Weapons



Enemies



Mission Walkthrough

• Start off by refilling on weapons and ammunition in Dr. Keller's ammo storage locker, and also make sure not to miss the RPG Launcher (for both characters). When you're ready, head downstairs and bring both characters out into the field with the displacement beacon.

• Your main goal is to activate all three crystals and get them all to 100% power. You'll only be able to tell how well you're doing by listening to Dr. Keller's announcements on the PA, so pay close attention. En route to that goal you'll basically be running around this room like a madman, protecting the beacon from being damaged by Vortigaunts and Alien Grunts. Since there is really no walkthrough needed, we've given you specific combat tips to help you complete this mission on your first try.

1 Place the AI character (or your friend) up top near the entrance. A standard weapon like the Combat Rifle or .357 Magnum works well. The main character should be down below equipped with the Shotgun. Take shelter behind

the rock to the very rear of the room, and only come out when you need to activate another crystal.

2 After activating the third crystal, Alien Grunts will begin popping in instead of Vortigaunts. At this point, get refills from the ammo bunker that Dr. Keller finally opened for you. Make sure everyone's stacked up and ready to roll.

3 When fighting the alien aircraft, it will attempt to destroy the beacon with its powerful beam attack. The beacon can only take four of these attacks before it blows up for good, so your goal is to take out the aircraft before it can get in that fourth blast. The RPG and Combat Rifle work best in taking it out quickly. Just be sure to use the guided mode of the RPG so you can track it with your laser module.

• When you take out the aircraft and all three crystals reach 100% power, the mission is complete. (Note: Completion of this mission will NOT unlock Mission 10: Xen Attacks. You need to score A grades on all 9 missions before you can access it.)



Before heading out into the field with the beacon, grab these weapons and items.



If you can stay tucked behind the rock to the rear, you can avoid cheesy Vortigaunt hits.



RPGs and Combat Rifle rounds work the best when trying to take out the alien aircraft.



Dr. Keller will tell you when to activate the next crystal switch. Listen closely!



When Dr. Keller gets the ammo bunker open, make sure to refill BOTH characters.



When you shoot down the alien aircraft, the mission is complete.

MAKING THE GRADE

Hands down, this is the hardest level to get an A grade on. If you're really having trouble, use our Cheats section and we promise we won't tell anyone.

Accuracy

If you can keep Accuracy around 75% or higher, you're set.

Kills

Enemies spawn in almost

non-stop from beginning to end, so you should have little trouble getting up to 50 or higher.

Wounds

If possible, have your secondary character absorb most of the damage down below while you pick off as many enemies as possible from up top. Don't forget to refill when the ammo bunker opens up!

HIGH SCORES

	A	B
Accuracy	89%	79%
Kills	75	25
Wounds	60	60
Grade	A	B

In this trial, the number of Kills (by player one) offset the number of Wounds.



To be more effective against the Alien Grunts, aim for the unarmored sections.

XEN ATTACKS



Quick Stats

Goal: Earthlings have stolen valuable materials for their research. Reclaim the stolen crystals.

Difficulty: Very Hard

Time To Complete: 15 minutes

New Weapons

N/A

Enemies



Mission Walkthrough

Controlling a Vortigaunt is quite different from controlling either Gina or Colette in many ways, but here are the main differences:

- 1 You cannot pick up ANY items.
- 2 You have no weapons other than your e-bolt attack and your claw swing. If you charge up the e-bolt to full power, it's an instant kill on a Grunt. The claw swing takes about two or three swipes.
- 3 You can't get HEV Suit power, so you're basically running on one 100% health bar with no armor. This makes you much easier to kill, and more susceptible to explosive damage.
- 4 Start off by entering the complex and strafing your way through the first few areas. It

helps to charge a beam before you turn a corner, letting you pretty much pop out with a full strength beam against a Grunt. There really are no secrets for this area until you reach the Assassins. Instead of fighting them, we found it best to hug the westernmost wall and just dash on past 'em.

• Fight the last three Gun Turrets using the strafe into aim technique, popping out to kill each one separately. Whatever you do, don't stand out in the open while you charge up your beams. Do your charging from around the corner, then pop out afterward.

• After you destroy the controls to gate by hitting the explosive crates with an e-bolt, simply run back to the truck and the mission is complete.



Don't take the time to charge your beam if there are Grunts up in your face.



The best method to avoid this rail car full of explosives is to go through the shortcut.



From long range, use the beam to blast the blue explosive canisters.



When fighting Gun Turrets, try and keep your crosshair aligned as you strafe into aim.



Although you need to pass by the Assassins, we highly recommend you avoid them.



Give one charge-up blast to these explosive canisters and you'll have access to the gate.



But before you reach the truck, two more Grunts will rappel from the ceiling tiles.



When you reach the crystals in the back of the truck the mission is complete.

MAKING THE GRADE

See our tip in the Wounds section on how to really dominate this level.

Accuracy

Accuracy shouldn't be a problem as long as you don't waste swings trying to open up boxes. You can't use anything inside them anyhow, so don't waste your effort.

Kills

Anything above 25 is golden.

Wounds

The trick to not taking damage in this mission is to skip the fight with the Assassins altogether. Just run full speed along the left side of their room and you'll take one hit, maybe two max. Trying to fight them is just too difficult with no explosive weapons.

HIGH SCORES

Accuracy	86%	100%
Kills	28	23
Wounds	16	0
Grade	A	B

As you can see, a minimum of 25 kills is needed for the A grade.



Your regular claw attack is devastating, although they do still count toward Accuracy.



HALF-LIFE

CHEATS AND SECRETS

CHEATS & SECRETS

[Half-Life]



Keypad Cheats

Below is the complete list of keypad cheats for Half-Life along with what they do. All cheats are eight key commands each.

1 Xen Gravity

This cheat makes the entire game feel much like the world of Xen, meaning that gravity is greatly reduced. You can jump farther and have much more control during falls.

2 Invincibility

Just like it sounds, Gordon will be completely invulnerable to all attacks.

3 Infinite Ammo

This cheat will give you infinite ammo for all of Gordon's weapons, but it doesn't get rid of the reload animations.

4 Invisibility

This cheat makes Gordon invisible to all enemies, but not invulnerable.

5 Slow Motion

Exactly as it sounds, this cheat lets you play through the game with the option of switching to slow-motion mode. Just make sure to set up the "activation" button in the setup screen.

6 Alien Mode

Please see the sidebar to the right for full details.



Alien Mode

Below is a quick breakdown of Alien Mode, how to unlock it and what to expect while you play it.

What Is It?

When you enter the "Alien Mode" keypad cheat, you'll be able to play through the entire game of Half-Life as a Vortigaunt. To access this mode just activate the cheat in the cheats menu, then load up a new game. (Note: You cannot load previously existing save games and then activate this cheat. You have to start up an entirely new game to be able to play as an alien.)



Listening to the geeky scientists takes on a whole new meaning as an alien.

How Do I Unlock It?

You can either punch in the key combination as we've shown you to the left, or you can complete every Decay mission with an "A" rating to unlock this mode.



Amazingly, this Vortigaunt happens to have a flashlight. And it knows how to use it!

What Should I Expect?

Basically, you'll play Half-Life through the eyes of a Vortigaunt. You can use its vicious e-bolt attacks, or you can swing your claws, but you can't pick up any other weapons. There are some hysterical things for the Half-Life purist to discover in this mode. Definitely worth checking out at least once!



You know things are weird when you get to Xen and it's time to kill your own kind.

[Decay]



Bonus Alien Level

What Is It?

Normally, you'd think that *Mission 9: Rift* is the final Decay level in the game. This isn't entirely true. In fact, if you manage to get all "A"s with either Gina or Colette for the first nine missions, you'll unlock a super-secret 10th mission called *Mission 10: Xen Attacks*. In this mission, you take on the role of a Vortigaunt (or two Vortigaunts if you're playing co-op), and it's up to you to recover the crystals that the humans have stolen from your homeworld. It's a short mission, but a cool secret nonetheless.



(Note: If you can complete this final mission with an A grade, you'll unlock the Alien Mode cheat for Half-Life.)



HALF-LIFE

BONUS DATA APPENDICES

WEAPON & ITEM DATA

The weapons are shown in the order they appear in the game. Look on the top of each data box for what exact chapter you'll find them in, as well as the recommended technique to use them. (Note for all data graphs: Speed of Attack = Speed of Projectile Itself, Rate of Attack = How Fast It Shoots.)

Statistics:

Usage Tips:

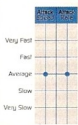
First Location
Unforeseen
Consequences

Damage
(Primary)
10 per swing

Damage
(Secondary)
N/A

Ammo/Max
N/A

- Always use the Crowbar to break open boxes and ventilation shafts. This conserves ammo, which you'll need lots of later in the game.
- When fighting Headcrabs at close range, always use the Crowbar. Trying to use any other weapon is nothing but a waste of health and ammo.
- When underwater, it's usually safest to switch to the Crowbar for use against Hagworms.
- When in tunnels or ventilation shafts, the Crowbar often works as the best weapon.
- If you can circle strafe well, try using the Crowbar against Mawmen to conserve ammo.



Crowbar



Primary: Swing

Secondary: N/A

Statistics:

Usage Tips:

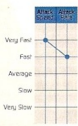
First Location
Unforeseen
Consequences

Damage
(Primary)
8 per shot

Damage
(Secondary)
8 per shot

Ammo/Max
17/250

- The 9mm Pistol is useful against all enemies, but really only works effectively against Headcrabs, Mawmen and Houndeyes.
- The secondary attack mode of the 9mm Pistol isn't very useful, because all it really does is double the rate of fire and throw your accuracy way off. Conserve bullets by staying in the primary mode.
- Remember that the 9mm Pistol shares ammunition with your Combat Rifle. If you start blasting things with your rifle and then switch back to your pistol looking for ammo, don't wonder where it went.
- In primary mode, the 9mm Pistol is one of the most accurate weapons in the game even at extreme distances.



9mm Pistol



Primary: Fire

Secondary: Rapid Fire

Statistics:

Usage Tips:

First Location
Office Complex

Damage
(Primary)
30 max
(5 per pellet)

Damage
(Secondary)
60 max
(5 per pellet)

Ammo/Max
8/125

- The real trick to using the Shotgun effectively lies in learning when to reload. Stopping in the middle of a firefight to reload the Shotgun is ridiculous and somewhat suicidal. Don't forget you can reload to full capacity even if the tube isn't all the way empty (or "in between fights").
- When facing tougher monsters, the secondary attack is the only way to go. If you have time, glance over the enemy chart and look at the secondary Shotgun rating. It's among the most effective of all weapons.
- When using the secondary attack at medium distances, try to aim low. The gun's muzzle should rise from the recoil and put you right on target.



Shotgun



Primary: Fire

Secondary: Double Shot

Statistics:

Usage Tips:

First Location
Office Complex

Damage
(Primary)
1-99 (splash)
100 (direct)

Damage
(Secondary)
N/A

Ammo/Max
10

- Grenades have a four-second fuse, which you can "pre-pull" if you hold down the attack button before throwing. If you want to have a Grenade explode almost immediately upon hitting the ground, just hold down the attack button for a good second or so, then let it rip. Don't hold it too long, or it will detonate in your hands.
- Getting a Grenade to hit a moving enemy is tricky and often wasted. Instead, try to conserve Grenades for slow- or non-moving objects like Gun Turrets, Tanks and Tentacles.
- You can also use Grenades for sneak attacks. Try lobbing one of these bad boys into a group of enemies that aren't keen to your presence.



Grenades



Primary: Throw

Secondary: N/A

Statistics:

First Location
We've Got Hostiles

Damage
[Primary]
5 per shot

Damage
[Secondary]
1-99 (splash)
100 (direct)

Ammo/Max
50/250/10

Usage Tips:

- As a fellow Half-Life guru put it, "You really don't ever need to use anything but the main machine gun." Although that's really not a true statement, it does kind of sum up the usefulness of this gun. From Chapter 3 onward, this gun is pretty much the *bizomb*. Fast but controllable (ROP) and solid accuracy make for one heck of a weapon.
- The secondary mode of the rifle is very, VERY useful. It's a fast, accurate and instantaneous explosion on impact. Despite what you might have thought upon first glance, the Grenades used with the Combat Rifle are *not* interchangeable with your standard ones. Thus, save your Rifle Grenades for when you need them most—they're extremely hard to find!



Combat Rifle



Primary: Automatic Fire

Secondary: Grenade

Statistics:

First Location
Blast Pit

Damage
[Primary]
40 per shot

Damage
[Secondary]
N/A

Ammo/Max
6/36

Usage Tips:

- Spot-on accuracy and massive power all in one package? Darn right, but it shoots slower than a cow grazing in the grassy knolls of western Iowa. The lesson to learn here is that the gun is very suitable for taking down one or two powerful enemies, but not too effective in large-scale assaults.
- Because you can only hold 36 shots at any one given time, we found it best to keep our ammo supply at about the halfway mark. This lets you take advantage of its power and also keeps some rounds in reserve. If you just save all of your shots, you won't be able to enjoy bonus rooms that usually have at least two boxes of Magnum ammo lying around.



.357 Magnum



Primary: Fire

Secondary: N/A

Statistics:

First Location
Blast Pit

Damage
[Primary]
1-149 (splash)
150 (direct)

Damage
[Secondary]
N/A

Ammo/Max
5

Usage Tips:

- The Laser Mine works by using a laser-activated tripwire that signals the detonator to explode when tripped. You arm them by sticking them to walls or floors, trying to place them where an enemy is likely to pass. Although it sounds good on paper, executing this successfully takes a little practice and a lot of luck.
- Most alien enemies appear too quickly to use something as slow and cumbersome as a Laser Mine. We reserved our Laser Mines for either Gargantuas (who you really shouldn't kill anyhow) or Assassins.
- The only enemy these *really* work well against is the Assassin. Assassins will follow you at all costs, making them easy targets for a well-placed Laser Mine.



Laser Mine



Primary: Place Mine

Secondary: N/A

Statistics:

First Location
On A Rail

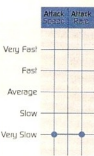
Damage
[Primary]
1-149 (splash)
150 (direct)

Damage
[Secondary]
N/A

Ammo/Max
5

Usage Tips:

- The trick with Satchel Charges is to make sure that you're far enough away before you detonate them. The splash radius is a good 15-20 feet in-game, so remember to hide around a corner or down a flight of stairs before you light up one of these TNT-filled backpacks.
- If you can get close enough to Tanks, try dropping one of these right on top of the main gun turret. We'd say that's a pretty nice kabanger, eh?
- When fighting Ichthyosaurs, we recommend trying to get in at least one clean hit with a Satchel Charge. This is best accomplished by jumping in the water near the Ich, letting it track onto you, then quickly exiting the water and dropping/detonating the charge nearby. It's really not very hard, yet super effective.



Satchel Charge



Primary: Set Charge

Secondary: Set Another

Statistics:

First Location
ApprehensionDamage
(Primary)
50 per boltDamage
(Secondary)
N/AAmmo/Max
5/50

Usage Tips:

- The Crossbow is very much the sniper's weapon in Half-Life. With its secondary zoom function, you'll find yourself peeping around corners and taking out unsuspecting soldiers almost constantly.
- Try and remember that the speed of the bolts themselves is pretty slow, and if you're shooting at a moving target more than 50 yards away, you're probably not going to hit it unless you factor in a little "lead time." We reserved Crossbow bolts for Alien Grunts and the occasional vulnerable human soldier.
- The Crossbow is one of the few weapons that works underwater and should almost always be used when you're cornered and you need to kill an Ichthyosaur.



Crossbow



Primary: Fire

Secondary: Sniper Mode

Statistics:

First Location
Questionable
EthicsDamage
(Primary)
10 per biteDamage
(Secondary)
N/AAmmo/Max
15

Usage Tips:

- Along with Laser Mines, the Snarks find themselves in that weird niche of weapons with very limited use. Basically, they're the same weapons as they are enemies. They run, they bite and then they explode. The trick is that you need to have an enemy near you when you let the Snark go or they will simply turn around and begin attacking you instead. Silly little things.
- When targeting enemies with Snarks, try to keep them in sight. If you lose track of your enemy and it escapes around a corner or up a flight of stairs, the Snark WILL NOT follow it. Instead it will look for the easy target—which you probably guessed—it's you.



Snark



Primary: Throw

Secondary: N/A

Statistics:

First Location
Questionable
EthicsDamage
(Primary)
20 per shot (2 cells)Damage
(Secondary)
Varies (2-12 cells)Ammo/Max
100

Usage Tips:

- Try saving your cells for use in the secondary mode of the Tau Cannon when possible. The primary mode is decent, but when facing medium-sized enemies you actually get a better power-to-cell ratio if you use the Gluon Gun instead. Save your Tau Cannon for the big boys like Apaches, Ospreys and bosses.
- Some would argue that the secondary mode of the Tau Cannon is almost too powerful. With a full 12-unit charge, you can take out an Apache in one hit (if you hit it clean). It takes about seven to eight seconds to charge up a full-powered shot, and if you hold it for another seven to eight seconds after that, it will overcharge and severely damage your player.



Tau Cannon



Primary: Fire

Secondary: Charge Shot

Statistics:

First Location
Surface TensionDamage
(Primary)
1-99 (splash)
100 (direct)Damage
(Secondary)
N/AAmmo/Max
5

Usage Tips:

- The one thing to learn with the RPG is that the laser-guided attack works in real-time. This, of course, means that you can simply hold the red dot on your target even after the RPG has been fired. As long as your target is on a reasonable arc, the RPG will track to your dot. This works especially well on Apaches and Osprey Helicopters.
- Although the guided feature sounds like the greatest thing in the world, sometimes you're better off firing a non-guided one. If you're facing a group of enemies with a quick "pop out and shoot" situation, nothing beats the non-guided mode of the RPG Launcher. Just be sure to hit the trigger at the exact moment they're centered in your crosshair.





RPG Launcher



Primary: Fire Rocket

Secondary: Laser Guided

Statistics:	Usage Tips:	
First Location Surface Tension Damage [Primary] 8 per shot Damage [Secondary] 8 per shot Ammo/Max Infinite	<ul style="list-style-type: none"> The Hivehand is an alien weapon that uses tiny homing hornets to attack its enemies. These hornets are infinite in number, although the gun can only hold eight at a time before it needs to recharge. Since the Hivehand tracks onto enemies in the primary mode, we found it especially useful against dodgy enemies like Xen Masters. Although each shot is weak, you don't have to worry about missing, and eventually, the Xen Masters will fall. Once you run out of your initial eight shots, the ROF drops considerably during the recharge period. Try to plan your attacks with eight shots from the Hivehand first, followed by a quick switch to another weapon. 	 <p>Primary: Fire Homing Secondary: Rapid Fire</p>

Statistics:	Usage Tips:	
First Location Lambda Core Damage [Primary] 14 per cell Damage [Secondary] N/A Ammo/Max 100	<ul style="list-style-type: none"> Those of you who are familiar with the Lightning Gun from Quake should feel right at home with the Gluon Gun. Hold down the button and get a constant stream of burning energy that chews through multiple targets in seconds. Be warned, though, ammo goes <i>extremely</i> fast and you're best bet is to use the Gluon Gun in short controlled bursts or only in extreme circumstances. Although you don't get the Gluon Gun until very late in the game, we still think it's best to save it until you reach the Gonarch area. If you can enter the fight against the Gonarch with 100 cells of uranium, you're set. The battle will just be so easy that it's almost ridiculous. 	 <p>Primary: Fire Secondary: N/A</p>

ITEM DATA


There are so few items in Half-Life that we're able to cover them all in this short space. For the most part, they're pretty self-explanatory, so they really don't need much of a breakdown. Just give 'em the quick glance over and you'll know exactly what they do and where to find them.

HEV Suit	Battery Pack	Health Pack	Long Jump Mod.	HEV Station	Health Station
					
Function	Function	Function	Function	Function	Function
The Hazardous Environment Suit	Refills 15 HEV Suit points per pack	Refills 15 health points per pack	Used to make extremely long jumps	Recharges your suit (50 per station)	Refills your health (50 per station)
Comments	Comments	Comments	Comments	Comments	Comments
The HEV Suit serves as a very high-tech suit of armor. You'll get this in the very first area of the game, and it will stay with you for the entire duration.	Unfortunately, you can't store or hold on to these for when you need them. If you find one and you're full on HEV power, you can always come back and use it later.	Much like the Battery Pack, the Health Pack is a single-use item. If you don't need health when you find one, just leave it for later and return.	You'll get this item only at the very end of the Lambda Core chapter. It enables you to make super-human jumps by using the double jump command. This is only used in the world of Xen.	You'll find these placed throughout the Black Mesa Facility. Just walk up to one and activate the "use" button to recharge your suit.	The Health Station is much like the HEV Station, except it refills health instead of suit power. You'll find these throughout Black Mesa.

ENEMY DATA

These charts are pretty easy to use if you remember these two facts:

- Enemy health and damage are shown for all three difficulties, color coordinated in orange with **Light Orange** as Easy, **Orange** as Normal and **Dark Orange** as Hard.
- Weapon damage (see example at right) is shown for Normal and Easy modes only. To figure out the damage in Hard Mode, double the number in each box.

	1	# of hits to kill
4-5		Variance in # of hits to kill
Weapon	1/1	# of shots to kill for both primary and secondary modes (only shown when applicable)

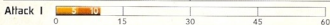
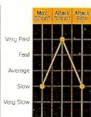
Enemy Health 0 10 20 30 40 50 60 70 80 90 100 110 120

Comments:

Headcrabs are the weakest enemy in the game, but also very fast and quite potent when in groups of five or more. Don't write them off as a joke.

Tips Against Headcrabs

- Your best bet is to pick them off from long range with the gmm Pistol. If not that, storm 'em with your Crowbar.
- Trying to fight Headcrabs at medium range is a very bad idea, and it will most certainly lead to wasted ammunition and quick loss of health.



Headcrab



First Location:
Unforeseen Consequences
Rarity: Very Common

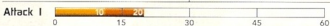
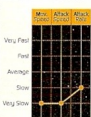
Enemy Health 0 10 20 30 40 50 60 70 80 90 100 110 120

Comments:

Mawmen are slow, zombie-like creatures with very swift and damaging close-range attacks. We like bringing them into larger spaces, and then circle strafing them with any number of the effective weapons shown below.

Tips Against Mawmen

- Toward the beginning of the game when ammo is scarce, you can use the poke-and-run method with your Crowbar.
- Head shots bring these guys down in a jiffy. Just a few shots fired with even your weak gmm Pistol, and they're down for the count.



Mawman



First Location:
Unforeseen Consequences
Rarity: Common

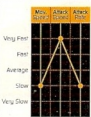
Enemy Health 0 10 20 30 40 50 60 70 80 90 100 110 120

Comments:

The Barnacle is a stationary, Venus flytrap-like creature that uses its adhesive tentacle to swipe things up and eat them. If you're smart, you can let them suck up the human enemies in the later stages of the game.

Tips Against Barnacles

- The best defense against Barnacles is to simply avoid them. If you miss one and get snatched up — don't panic — just switch to your gmm Pistol and dump a few shots straight into it.
- When underwater, make sure to scan the ceilings. Barnacles love to dwell near water.



Attack I Instant kill if eaten, otherwise just falling damage after you kill them.



Barnacle



First Location:
Unforeseen Consequences
Rarity: Common

Enemy Health 0 20 30 40 50 60 120

Comments:

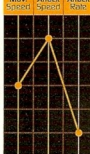
These strange creatures use their "Sonic Eye" to blast you with a wave of energy. As long as you're not within 10 feet of the Houndeye, you're safe. When they stack up the damage accumulates quickly.

Tips Against Houndeyes

- Hit and run! If there's a bunch of 'em, just get in close and unload with the Shotgun. They're slow, so you can outrun them easily and return for a subsequent attack.
- The Sonic Wave attack has a very distinct charging sound before it is let loose. Listen to it, learn the pattern, and run when it charges.

Mov. Speed Attack Speed Attack Rate

Very Fast
Fast
Average
Slow
Very Slow



Damage Dealt

Attack I 0 10 15 30 45 60

	2		1		1/1		1		2		1		1
	3-4		4/1		1		1		3		1		2

Houndeye



First Location:
Unforeseen Consequences

Rarity: Common

Enemy Health 0 30 40 50 60 120

Comments:

The Vortigaunt is the most frustrating enemy in the game along with the Alien Grunt. Their electrical bolt doesn't do that much damage, but since it locks on from any distance and any position it is extremely effective.

Tips Against Vortigaunts

- If you're at mid- or close-range, use the Shotgun. Ninety-nine percent of the time you can blast them before they even charge up one e-bolt.
- When in corridors, we like to shoot them once, then retreat behind a corner. Mix, stir and repeat.

Mov. Speed Attack Speed Attack Rate

Very Fast
Fast
Average
Slow
Very Slow



Damage Dealt

Claw (1) 0 10 15 30 45 60

E-Bolt (2) 0 10 15 30 45 60

	3-4		1		1/1		1		3		1		1
	3-4		6/1		1		2		4		1		3

Vortigaunt



First Location:
Unforeseen Consequences

Rarity: Very Common

Enemy Health 0 30 40 50 60 120

Comments:

Bullsquids are slow-moving, projectile-throwing and generally stupid beasts. The one thing they have going for them is their health and the potency of their attacks. You'll often find them attacking Headcrabs and Soldiers.

Tips Against Bullsquids

- Since the acid projectile is so slow-moving, we like fighting Bullsquids from a distance rather than up close. Just dodge the acid and get in some shots with your gmm Pistol.
- If possible, let Bullsquids finish off other enemies before killing them.

Mov. Speed Attack Speed Attack Rate

Very Fast
Fast
Average
Slow
Very Slow



Damage Dealt

Bite (1) 0 15 25 30 45 60

Acid (2) 0 10 15 30 45 60

	4-5		1		2/1		1		3		1		1
	5-7		8/1		1		2		5		1		4

Bullsquid



First Location:
Office Complex

Rarity: Average

Enemy Health

N/A

Comments:

Tentacles are blind, immobile and invulnerable to attacks. Since you can't kill them, you need to find ways to get past them without being damaged.

Tips Against Tentacles

- Tentacles cannot see you, they can only hear you. As such, if you crouch while you move past them, you're virtually undetectable.
- Another tip to get past Tentacles is to throw a Grenade in the opposite direction that you wish to go. When you do, the Tentacle will lock onto the explosion enabling you sneak by.

Damage Dealt



	N/A		N/A		N/A		N/A		N/A		N/A		N/A		N/A		N/A		N/A		N/A		N/A		N/A		N/A		N/A		N/A		N/A		N/A		N/A		N/A		N/A		N/A		N/A		N/A
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Tentacle



First Location:

Blast Pit

Rarity: Very Rare

Enemy Health

2

30

40

90

120

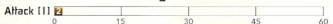
Comments:

These tiny underwater leech-like creatures are nothing more than a nuisance, albeit a good one. In large numbers the inflicted damage can add up, so take note on our maps where they're located.

Tips Against Hagworms

- Truth be told Hagworms are not any sort of major threat. The best tactic is to swim past them as quickly as possible.
- If you absolutely must fight, keep your Crowbar equipped and swing like a madman as you paddle past them. Whatever gets in your way will be pulverized instantly.

Damage Dealt



	1		N/A		N/A		1		N/A		1		1		N/A		1		N/A		N/A		1		N/A		1		1		N/A		1		N/A		N/A		1		N/A		1		1		N/A
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Hagworm



First Location:

Apprehension

Rarity: Rare

Enemy Health

2

30

40

90

120

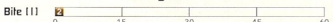
Comments:

Snarks are bug creatures that act like mini-homing grenades. They're also the only enemy that can be used as a weapon. (Note: Once they're moving, there's nothing you can do to pick them up and use them.)

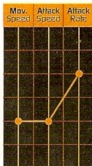
Tips Against Snarks

- Snarks always appear in groups, in which case the best tactic is to search for high ground. After 15 seconds or so, the Snarks self-detonate. If you're forced to fight them, the Shotgun works well with its scattered attack.

Damage Dealt



	1		1		1/1		1		1		1		1		1		1		1/1		1		1		1		1		1		1		1		1/1		1		1		1		1		1		1
--	---	--	---	--	-----	--	---	--	---	--	---	--	---	--	---	--	---	--	-----	--	---	--	---	--	---	--	---	--	---	--	---	--	---	--	-----	--	---	--	---	--	---	--	---	--	---	--	---



Snark



First Location:

Questionable Ethics

Rarity: Very Rare

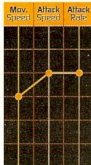
Enemy Health 0 30 50 60 90 120

Comments:

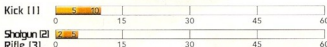
Sent in by the U.S. government to help cover up the innumerable problems in the Black Mesa Facility, these guys don't mess around. There are three types: Grunts, Shotgun Grunts and Squad Leaders.

Tips Against Soldiers

- One double-shot with either the Shotgun, the .357 Magnum round or a Crossbow Bolt to the head will end it instantly.
- Remember that they can and will throw Grenades. Use hit-and-dodge tactics to avoid them.



Damage Dealt



	5-7		1-2		2/1		1		4-5		1		1
	5-8		10/1		1		3		7		1		3

Grunts



First Location:
We've Got Hostiles
Rarity: Common

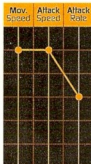
Enemy Health 0 30 50 60 90 120

Comments:

These extremely fast and agile Spec-Ops troops are very limited in numbers. When you see one—or rather, if you see one—make sure to act quickly. The more time they have to hunt you, the more damage you'll sustain.

Tips Against Assassins

- There's only one technique that works effectively against Assassins: ① Once they've located you, retreat to an area with only one entrance. ② Place a Laser Mine quickly and efficiently in a place they have to cross to get to you. ③ When they cross the laser, you can go view their chunks.



Damage Dealt



	4-5		2		2/1		1		4-5		1		1
	7-9		10/1		1		3		7		1		5

Assassin



First Location:
Apprehension
Rarity: Very Rare

Comments

We've given you the best method to destroy each one:

Machinery

Apache Helicopter



Aim for the engine with either the RPG or secondary Tau Cannon only. Don't bother using anything else. If you absolutely cannot sneak past and you must fight one, always attack when the Apache is moving away from you. This way you avoid the devastating chaingun and rocket attacks.

Osprey Helicopter



If you just can't seem to sneak past an Osprey, the best way to take one down is to hit the engines right below the rotors. A few swift shots with the RPG, Combat Rifle Grenades or Tau Cannon and it's a goner.

Tank



There are a few types of Tanks in Half-Life (i.e., standard, rocket, cannon), all of which are destroyed the exact same way: Get a RPG or Satchel Charge directly into the turret.

Gun Turret



Stand behind a corner, pull the pin on your Grenade (hold the attack button down), pop out and toss it near the Turret. The trick here is to have your pin pulled before you pop out. Turrets don't move their actual position, so they're perfect for this.

Enemy Health 0 100 200 300 400

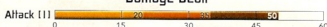
Comments:

These incredibly fast and powerful underwater fish monsters are not very much fun to fight. They are one of the few enemies that are clearly faster than you on their own turf, so outswimming them is never an option.

Tips Against Ichthyosaurs

- Since only limited weaponry works underwater (as you can see on the chart), the best bet is to use the Crossbow. Shoot it in the face, then quickly get out of the water and let it swim away. Step and repeat.
- If you're in an enclosed area, use a Satchel Charge. Be timely with your detonation, of course.

Damage Dealt



Ichthyosaur



First Location:
Apprehension

Rarity: Rare

Enemy Health 0 30 60 90 120

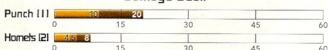
Comments:

The Alien Grunt uses the Hivehand with its super cheap homing shots. Along with Vortigaunts, these guys are among the most frustrating in the game.

Tips Against Alien Grunts

- Always aim for exposed areas that aren't armored. The head is the best.
- You're going to take damage when you fight them in groups, there's just no way around it. The best method of attack is either Grenades, secondary Shotgun or .357 Magnum.

Damage Dealt



Alien Grunt



First Location:
Questionable Ethics

Rarity: Common

Enemy Health 0 30 60 90 100 120

Comments:

Xen Masters are dangerous flying creatures that shoot fireballs, and they give you little or no warning to their presence. Luckily, they are very rare and only appear at the end of the game when you have a decent array of weaponry to deal with them.

Tips Against Ichthyosaurs

- The best weapons to use are either the Combat Rifle or the .357 Magnum. As a side note, never use the Crossbow or Shotgun against them.
- As an alternative to wasting precious ammo, the Hivehand does work on Xen Masters. Just be ready to dodge a lot of fireballs.

Damage Dealt



Xen Master



First Location:
Lambda Core

Rarity: Average

Enemy Health



Comments:

Massive, massive beasts that do an absolutely insane amount of damage. Since they have so much health and appear so infrequently, you're best bet is to simply avoid them.

Tips Against Gargantuas

The trick in dealing with Gargantua's is to simply avoid them. If you don't avoid them, try and use special features of the level itself to help take them out. (See walkthrough.)

Damage Dealt



	N/A		20		28/14		8		58		8-10		6-7
	100-105		160/8		16		40		100		6-7		N/A



Gargantua



First Location:
Power Up

Rarity: Very Rare

Enemy Health



Comments:

The Gonarch is a one of a kind spider-like monster that you'll face in Gonarch's Lair.

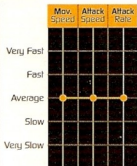
Tips Against The Gonarch

Use weapons so as not to waste any one weapon in particular. The key to winning this battle is ammo conservation and smart strafing.
To kill the mini-Headcrabs, try crouching with your Crowbar.

Damage Dealt



	N/A		79-80		105/53		32		225		32-35		N/A
	395-400		630/32		63		158		395		20-22		N/A



The Gonarch



Location:
Gonarch's Lair

Rarity: N/A

Enemy Health



Comments:

What is it? Who knows. One thing's for sure though, we don't like it and we enjoy seeing its giant baby-like head peel open like a banana.

Tips Against The Nihilanth

The strategy for fighting Nihilanth is in our walkthrough, but here's a few useful tips to get you started:
Use the pillars as shelter from the teleportation attacks. You can also shoot the green ball to destroy it.
The three golden energy crystals need to be destroyed first, before doing anything else.

Damage Dealt



	N/A		20		27/14		8		58		N/A		N/A
	100-105		160/8		16		40		100		N/A		N/A

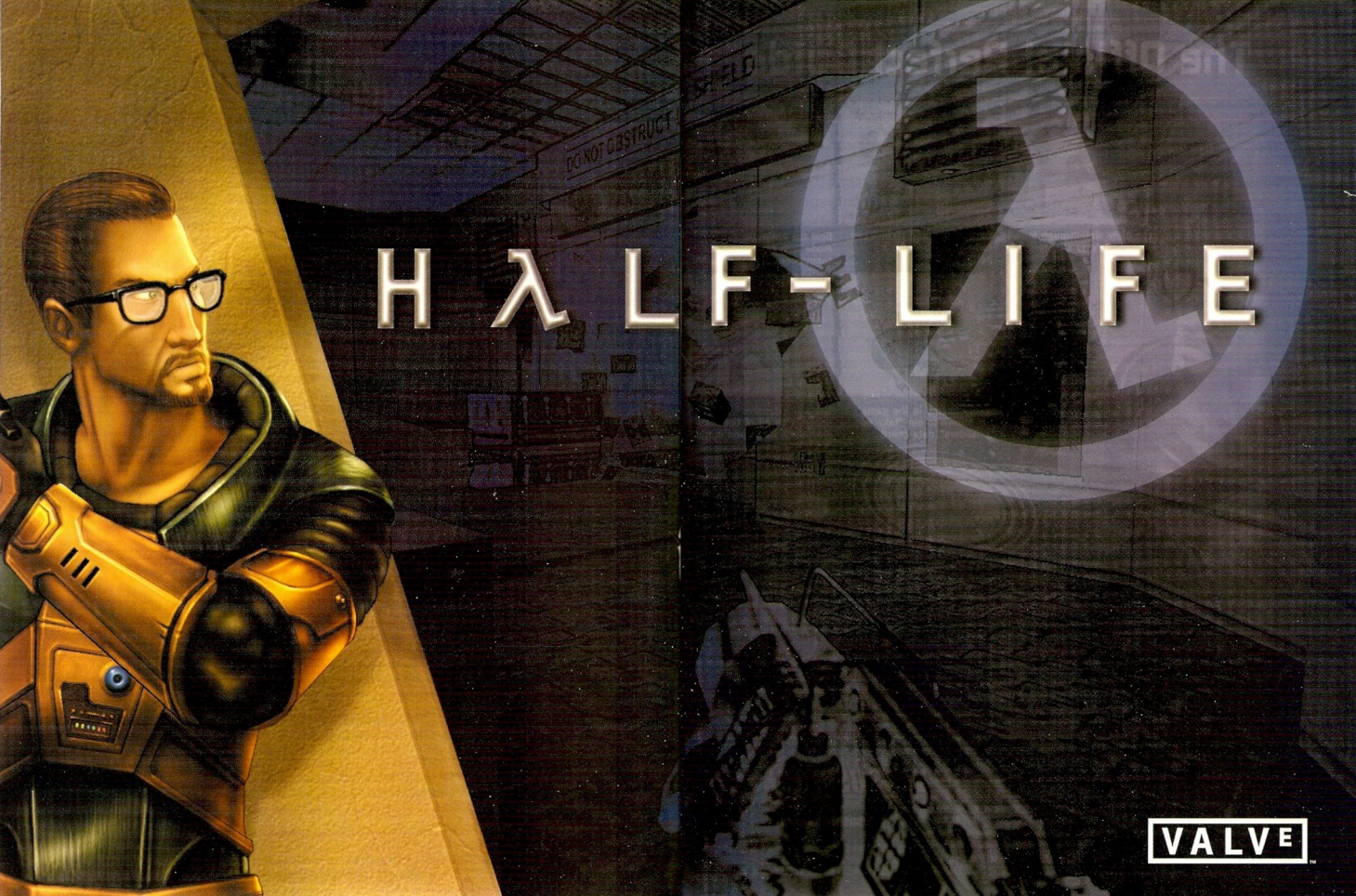


The Nihilanth



First Location:
Nihilanth

Rarity: N/A



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